BRADYGAMES®
SIGNATURE SERIES GUIDE

TAKE YOUR GAME FURTHER®

BULLY™

BULLWORTH ACADEMY
CANIS CANEM EDIT

BASED ON A GAME RATED BY THE ESRB
TEEN
T

COVERS PLAYSTATION® 2
COMPUTER ENTERTAINMENT SYSTEM

Written by Tim Bogenn

tape
lunchbox
grease
oh you are my hero

BULLWORTH ACADEMY
CANIS CANEM EDIT

TABLE OF CONTENTS

oh you are my hero
tape
Later
oh you are my hero
grease
Much later
I am a pig

BASIC EDUCATION

Welcome to Bullworth Academy 5
Bullworth Basics 6
Points of Interest 8
Jimmy Hopkins 10

BULLWORTH MAPS & EXTRAS

Items Map 16
Collectibles 20
  Rubber Bands 20
  Gnomes 24
  Radio Parts 24
  G&G Cards 28
Extras 31

CHAPTER I: MAKING NEW FRIENDS & ENEMIES

Welcome to Bullworth 36
This is Your School 39
Get to Class 41
The Setup 43
The Slingshot 45
A Little Help 47
Hobo Training Missions 48
Save Algie 50
That Bitch 51
The Diary 53
Defend Bucky 54
The Candidate 55
Halloween 57
The Big Prank 59
Pumpkins & Tombstones 59
Character Sheets 61
Help Gary 62
Russell in the Hole 64
Keep Ups 65
Penalty Shots 66

CLASSES

Class Schedule 68
Chemistry 69
English 70
Art 72
Photography 74
Yearbook 78
Gym 80
Shop 82

CHAPTER II: RICH KIDS BLUES

Last Minute Shopping 84
Hattrick vs. Galloway 86
Prep Challenge 87
The Eggs 88
Movie Tickets 89
Carnival Date 91
Carnival Games 93
Carnival Rides 95

ball head
ball head
kick me
grease
big ears
Creepy
Jock
tape
big ears
lunchbox

Panty Raid 96
Race the Vale 99
Beach Rumble..100
Weed Killer..101
Tad's House 103
Boxing Challenge 104
Dishonorable Fight..105
Boxing 106
Bike Races 108
Go-Kart Races 116
$ Jobs..119
  Lawn Mowing 119
  Paper Route 120

ARCADE GAMES & APPAREL

Arcade Games 122
Apparel 125

CHAPTER III: LOVE MAKES THE WORLD GO AROUND

Cook's Crush 132
Cook's Date 133
Nerd Challenge..134
Comic Klepto 135
Jealous Johnny 135
Christmas is Here..136
Bait..137
Glass House 138
Here's to You Ms. Phillips 140
Galloway Away 141
Cheating Time 143
Tagging..144
Greasers Challenge..146
Wrong Part of Town..147
Lola's Race..148
Tenements..149
Rumble..151
Fighting Johnny Vincent..153

CHAPTER IV: A HEALTHY MIND IN A HEALTHY BODY, & OTHER LIES

Stronghold Assault..155
Nerd Boss..157
Jocks Challenge 158
Paparazzi 159
Funhouse Fun..160
Defender of the Castle 163
Nice Outfit..164
Discretion Assured 165
The Big Game..166
Jock Boss 169

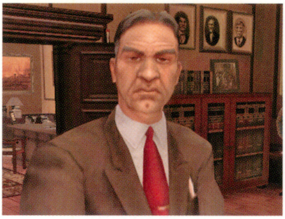
CHAPTER V: THE FALL AND RISE OF JIMMY HOPKINS, AGE 15

Making a Mark 171
The Gym is Burning 172
Rats in the Library 173
Finding Johnny Vincent 174
Townies Challenge 177
Revenge on Mr. Burton..178
Smash it Up 179
Preppies Vandalized 180
Expelled 182
Busting In Part I 182
Busting In Part II: Showdown at the Plant 183
Complete Mayhem Part I: Save Russell..187
Complete Mayhem Part II: Bullworth Academy 188
Final Showdown..190

WELCOME TO BULLWORTH ACADEMY

NOTE FROM THE PRINCIPAL

Dearest Parents and Friends,



Bullworth Academy is a well-respected academic institution with a fine tradition of stern discipline. We are renowned the world over for the quality of our alumni and the strong moral fiber we instill in them. The world is an ugly place and we must prepare our children, by any means necessary, to enable them to rise to the top of the steaming cesspool of human endeavor. It is an old-fashioned ideal, I know, but nevertheless an essential one. If only society at large adhered to the strict principles of loyalty, trust and ruthless ambition that I ingrain in every pupil here.

Of course, we have our critics, those who say it is wrong to reward the strong and punish the weak and feeble. I do not bow to the fashionable principles of so-called modern educationalists. Competition is good, it gives the youth of today what it needs: spirit and determination. Traditional schooling did not leave me with any noticeable scars, apart from a few physical ones, and an inability to sleep without a light on. I cannot allow the torrent of popular opinion to sway my faith in tradition. For without our heritage we are but orphans in the sewers of this noble country.

We very much look forward to welcoming your child to our bosom. Boys or girls, we will make men of them all.

Yours Sincerely,

Dr. Crabblesnitch

Dr. Crabblesnitch

Bullworth Academy Principal

CONTROLS

Button	Command
On Foot	
On the Left	
L2	Cycle Weapon Left
L1	Lock On
D-pad Up	Zoom In
D-pad Right	Show Tasks/Objectives
D-pad Down	Zoom Out
D-pad Left	Show Secondary Tasks
Left Analog Stick	Movement
L3	Look Back
On the Right	
R2	Cycle Weapons Right
R1	Weapon Fire
△	Grapple/Interact
○	Jump
✕	Run/Sprint
□	Melee Attack
Right Analog Stick	Camera Control
R3	Crouch
On Bike	
On the Left	
L2	Cycle Weapon Left
L1	Lock On/Punch
D-pad Right	Show Tasks/Objectives
D-pad Left	Show Secondary Tasks
Left Analog Stick	Steer Bike
L3	Look Back
On the Right	
R2	Cycle Weapons Right
R1	Weapon Fire/Punch
△	Dismount
○	Jump
✕	Accelerate
□	Brake/Reverse
Right Analog Stick	Camera Control
In Vehicle (Mower, Go- Kart, Scooter)	
On the Left	
D-pad Right	Show Tasks/Objectives
D-pad Left	Show Secondary Tasks
Left Analog Stick	Steer
L3	Look Back
On the Right	
△	Dismount
✕	Gas
□	Brake/Reverse
Right Analog Stick	Camera Control

BULLWORTH ACADEMY

Bullworth Academy is a renowned private school in New England. This respected academic institution has a fine tradition of stern discipline and unparalleled commitment to structure. Partial credit for the school's reputation and success goes to the hardnosed principle, Dr. Crabblesnitch.

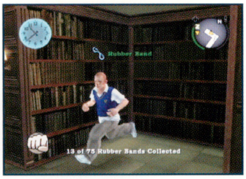
Bullworth Academy employs a faculty and staff of seven teachers, a principal and his secretary, a school nurse, a librarian, a girls dorm monitor, a janitor, and a cook. Some senior students lend a hand in maintaining order by assuming the roles of hall monitor and campus watchdog. These authority figures are called "prefects." It's their job to ensure that students make it to class on time and obey curfew.

The school offers an outstanding curriculum of scholastic subjects. The class schedule operates on a three-day cycle with two periods per day. The classes offered are Chemistry, English, Art, Photography, Gym, and Shop. For more information, refer to the "Classes" chapter of this guide.

R1
L2
R1
L2
R2

The school facilities include a football field, gym & pool, library, infirmary, cafeteria, student store, restrooms on two different floors of the main school building, and a spooky basement and boiler room.

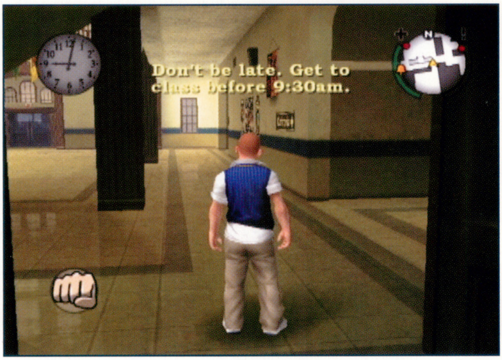
TIME



13 of 75 Rubber Bands Collected

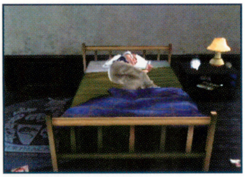
The time feature in this game is unlike any other. The clock is located in the top-left corner of the screen and it keeps ticking from the moment it's unlocked near the beginning of Chapter 1.

You awake at 8:00am. Morning period begins at 9:00am and continues until 11:30am, when lunch break occurs. Game time moves more quickly than in reality, so this is a quick break. Second period begins at 1:00pm and lasts until 3:30pm. You are truant after 30 minutes of the beginning of class. This means you are thrown into class if you're caught by prefects or teachers.



Don't be late. Get to class before 9:30am.

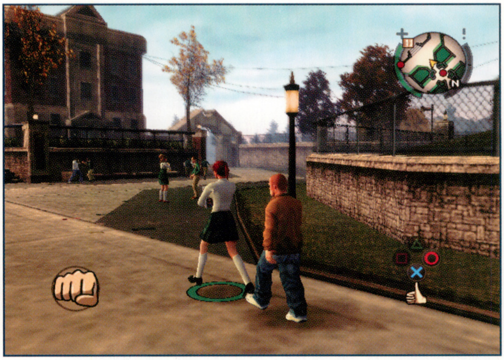
You are trespassing if you're inside the school after it closes at 7:00pm. If caught trespassing, you are thrown into your dorm room. The clock glows blue at 8:00pm, but you can hit the sack anytime after 7:00pm. Curfew begins at 11:00pm. If you are caught by authority figures during curfew, you are thrown into your dorm room. If you continue to stay up, you'll begin feeling drowsy and your vision will blur after 1:00am before eventually passing out at 2:00am.

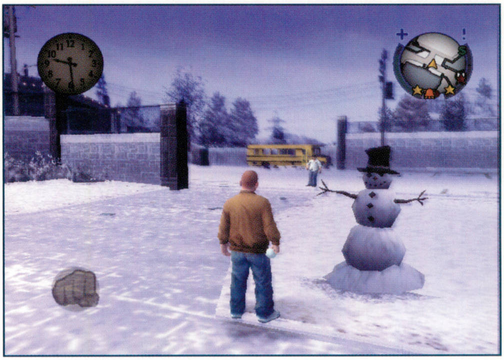


Pillows on your beds in save houses blink at 7:00pm, indicating that you can sleep. Face the side of the bed and press △ to crawl into the sack. You wake up at 8:00am and it starts all over again.

SEASONS

The game begins in autumn. Toward the end of this season, you get to experience the best holiday ever… Halloween. The Bullworth Academy gates swing open, allowing exploration of Bullworth Town, Bullworth Vale, and the Carnival. The season changes to winter in Chapter 3. Winter brings snow, warm clothing, snowmen, and the ability to make snowballs, which leads to snowball fights. School is closed during Christmas, so there's a temporary halt to your educational advancement during that time. The snow then melts, ushering in springtime for Chapter 4.





BULLWORTH ACADEMY
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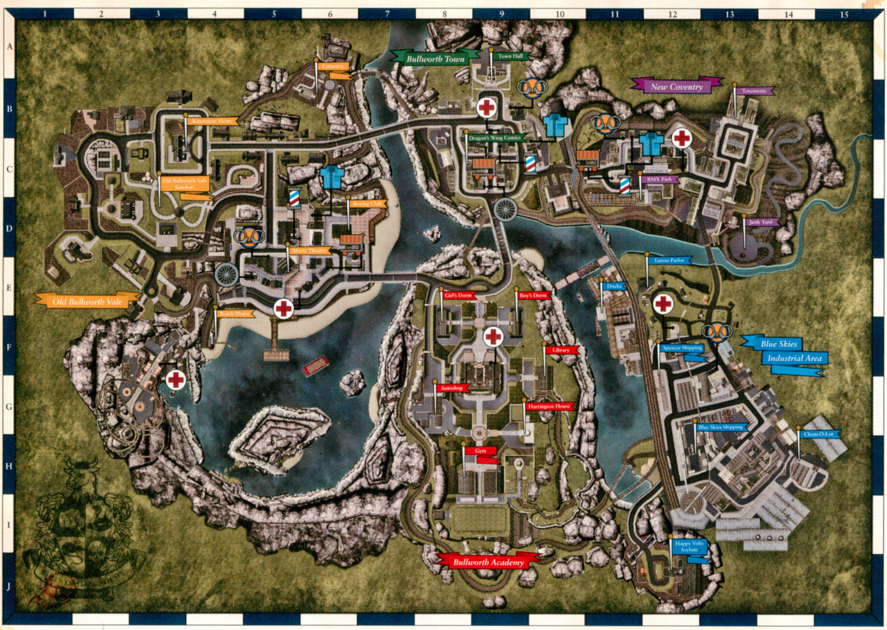
BULLWORTH CITY

POINTS OF INTEREST MAP


Bullworth Town
Town Hall
New Coventry
Tenements
Cemetery
Retirement Home
Dragon's Wing Comics
BMX Park
Junk Yard
Old Bullworth Vale Gardens
Boxing Club
Movie Theatre
Tattoo Parlor
Old Bullworth Vale
Beach House
Girl's Dorm
Boy's Dorm
Docks
Spencer Shipping
Blue Skies
Industrial Area
Library
Autoshop
Harrington House
Blue Skies Shipping
Chem-O-Lot
Gym
Happy Volts Asylum
Bullworth Academy

Auto Shop: G - 8
Beach House: F - 4
Blue Skies Shipping: H -12
BMX Park: D - 12
Boxing Club: D - 6
Boy's Dorm: F - 9
Cemetery: B - 6
Chem-O-Lot: H -14
Docks: E - 11
Dragon's Wing Comics: C - 8
Girl's Dorm: F - 8
Gym: H - 8
Happy Volts Asylum: J - 12
Harrington House: G - 9
Junk Yard: D - 13
Library: G - 10
Movie Theatre: E - 5
Old Bullworth Vale Gardens: D - 3
Retirement Home: C - 3
Spencer Shipping: G - 12
Tattoo Parlor: E - 12
Tenements: B - 13
Town Hall: B - 9

Map Key

Clothing Store	Bike Store
Hair Salon	General Store
Police Station	Infirmary

STORES

SHOPS

There are many stores in town. You can shop for bikes, clothes, items, haircuts, and tattoos. There's even a student store that's conveniently located inside the school. Also, don't forget to visit the prize tent in the Carnival for some truly odd items. This is the place to purchase a scooter. For details, see our lists in the "Games & Apparel" section of this guide.

Yum Yum Market

Yum Yum Market is a chain of grocery stores located in Bullworth Vale, Bullworth Town, and New Coventry. They eventually carry all these products: Chocolates, Flowers, Soda, Eggs, Spray Paint, and Cans of Spuds.

YUM YUM MARKET

Dragon's Wing Comic Shop

Dragon's Wing Comics
COMICS

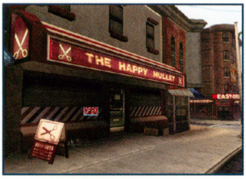
This is the nerd hangout in Bullworth Town. They sell Itching Powder, Stink Bombs, and Bags of Marbles. During your advancement through the game, you'll have the opportunity to access the basement clubhouse and try to take over the comic shop for use as a save house. The basement is complete with a wardrobe, bed, drink machine, ConSumo arcade machine, and a save book. Unlocked weapons will also appear inside.

Clothing Stores

There are three different clothing stores in the city. For preppy attire, visit Aquaberry in Bullworth Vale. Worn In, located in Bullworth Town, carries secondhand clothing of all types. The Final Cut in New Coventry is the place to go for skater and punk clothing; they also do haircuts. There's also one clothing store in the school.

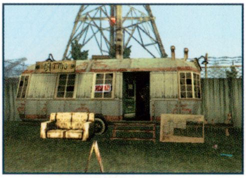
Barbers

Each barber offers a variety of haircuts. There's the Happy Mullet in Bullworth Town, Old Bullworth Vale Hair, Nails & Beauty (where the preppies get their hair cut), and The Final Cut in New Coventry.



Tattoo Parlor

The only tattoo parlor is in Blue Skies Industrial Park. It's located in a shabby trailer in the projects. You can get ink for your left and right arms. All tattoos cost $10.

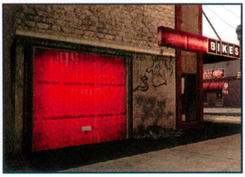


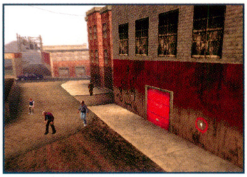
TATTOOS

DESIGN	ARM
FLAG	LEFT
DAGGER	LEFT
FISH	LEFT
LOVE & HATE	LEFT
TALL SHIP	LEFT
STITCHES	LEFT
SKULL	LEFT
ARM BAND	RIGHT
CARDS	RIGHT
BARBED WIRE	RIGHT
SERPENT	RIGHT
MERMAID	RIGHT
STAR	RIGHT
SWALLOW	RIGHT

BIKE GARAGES

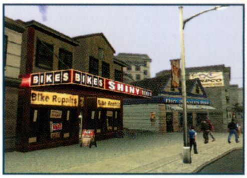
There are Bike Garages located on the exterior of both Shiny Bike shops—one in New Coventry on your way to Blue Skies, and another in the school parking lot behind the auto shop. Each garage holds a maximum of two bikes. Bikes unlocked through shop class appear in the school parking lot bike garage. The door opens when a bike is available inside the garage.





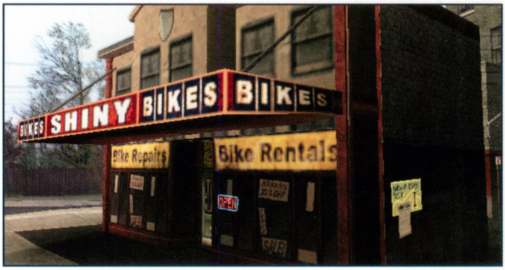
SHINY BIKE SHOPS

There are two Shiny bike shops—one in Bullworth Vale and the other in Bullworth Town. Each shop has three bikes for sale and both have bike garages located outside. Don't leave the shop without purchasing the Mountain Bike, our personal favorite. This rugged bike handles great on all terrains (even better than its stats indicate). It's the choice vehicle for races. Purchase a bike and it is automatically stored in the garage.



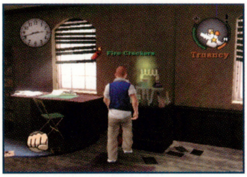
SHINY INVENTORY

BIKE	SPEED	ACCEL	HANDLING	COST
MOUNTAIN BIKE	●●●●●	●●●●	●●●	$35
RACER	●●●●●	●●●●●	●●●	$15
AQUABERRY CRUISER	●●●●●	●●●●●	●●●●	$25



SAVE HOUSES

Until you start beating the different clique challenges, the only save book locations are found in the school office and in the boys' dorm. As the game progresses, however, you can take over clubhouses and make them your own save houses. The Prep Challenge earns you the beach clubhouse, the Nerd Challenge gets you the Dragon's Wing clubhouse, and so on.



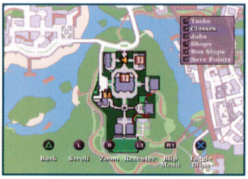
These locations have a bed to sleep in and a save book where you can save your game progress. Most clubhouses also have a wardrobe and an arcade machine. Many contain soda machines, as well. Sodas replenish lost health. As weapons and projectiles are unlocked, they will appear on the floor of your save house. Your dorm room is the only save house that contains a chemistry set where you can make your own projectiles.

JIMMY HOPKINS

You're Jimmy Hopkins, a 15-year old boy whose been dropped off at private school by a mother on her way to her fifth honeymoon. Jimmy cannot believe the amount of corruption and bullying going on at Bullworth Academy. The principal turns a blind eye to the students' affairs, but Jimmy makes it his personal crusade to take over the school, one faction at a time, and set things right.

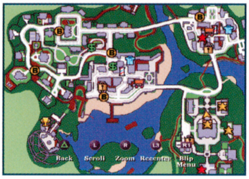
MAP & RADAR

Press the SELECT button to bring up Map menu. Here, you can manipulate the map, check out the available tasks, and review the status of your educational progress, as well as your standings with the six different cliques (bullies, nerds, jocks, preppies, greasers, and townies).

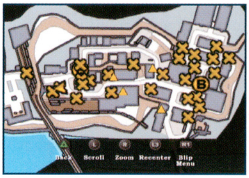


You can Zoom into the map by pressing ⊗. Once in this mode, you can zoom in even closer and zoom out using the right analog stick. You can also move the map around with the left analog stick. Use L3 to re-center the map.

Press R1 to bring up the Blip menu. Use this window (in the top-right corner) to determine what appears on the map and the onscreen radar by selecting the checkmarks beside each icon. You can choose to see (or not see) the following: Tasks, Classes, Jobs, Shops, Bus Stops, and Save Points.



Besides the listed key icons, you will also see yellow Xs identifying task objective locations. Yellow triangles indicate objectives located higher than ground level, such as tag locations on rooftops.



TAGGING

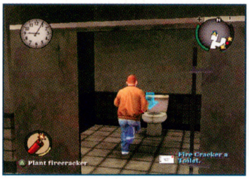
Unlike other games, tagging is not a prerequisite for 100% completion. Different factions often respray their own tag over your graffiti, so it's quite unlikely that you'll ever have all tag locations sprayed with your tag.

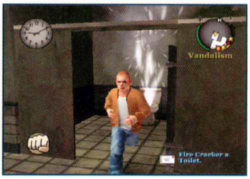
MAP KEY

ICON	DESCRIPTION
$	AVAILABLE JOB
B	BUS STOP
BARBER POLE	BARBER SHOP
GROCERY CART	YUM YUM MARKET
PAD LOCK	BIKE GARAGE
BLUE SHIRT	CLOTHING STORE
YELLOW STAR	AVAILABLE TASK
RED STAR	AVAILABLE CHALLENGE
TROPHY	AVAILABLE BIKE OR GO-KART RACE
YELLOW ARROW	YOUR POSITION
TRAILER	TATTOO PARLOR
OPEN BOOK	SAVE POINT
WHEEL	BIKE SHOP
RED BIKE	USER'S BIKE
BLUE X	ERRAND

TROUBLE

The trouble meter is located along the right side of the radar in the top-right corner of the screen. There are many disorderly acts that agitate this meter. Some forms of trouble are worse than others—and the more severe the trouble, the higher the meter rises. Small trouble remains in the orange, but bad trouble turns the meter red. The bigger the trouble, the more aggressively authority figures pursue you. Also, it's less likely that you can escape once you're grabbed. Press △ quickly and repetitively to escape someone's grasp. Trouble slowly drains when you lay low or hide.





Trouble comes in many forms and in combinations of the different forms: tagging, truancy, harrassing girls, vandalism, trespassing, misconduct, pulling fire alarms, stealing bikes, no-helmet scooter riding, disobeying the school dress code, bullying, fighting, truancy, curfew violations, and weapon violence. If you are caught and cannot escape someone's grasp, then you become "busted."

BUSTED

Your fate once you've been captured depends on what time it is or whether class is in session or not. If you're caught while truant, you are thrown into class. Every three times you are caught outside of classtime, you are sent to detention and must play a punishment mini-game to get out. If you are caught after curfew, you are sent to your dorm bedroom. If you are caught by the cops and it's not curfew or if you are not truant, you are sent to the police station. Whenever you are busted, you lose whatever projectile items you've collected.

Bullying
Gary

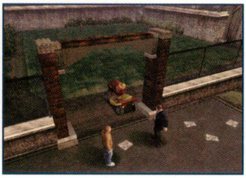
DETENTION: PUNISHMENT MINI-GAMES

Every three times you are sent to the principal's office, you are thrown into detention to pay for your crime. There are two different detention punishment mini-games; the one you play is determined by the season. If it's winter, you must shovel snow. Otherwise, you'll be mowing lawns.

Lawn Mowing

Lawn Mowing during detention is exactly like Lawn Mowing for work in Bullworth Vale. You are given a certain percentage of grass to mow before you are let go. If you do not mow the displayed percentage, then you must try again until you get it right. Each time you return to detention to mow lawns, you must cut a bigger percentage of the same lawn. There are three levels of lawn mowing in each of the three locations. In level one, you must mow 70%; in level two, you mow 80%; and in level three, you have to mow 90% of the lawn.

You Passed
Detention served.



If you return to detention a fourth time, the lawn to mow is no longer at the Harrington House; you then must mow the lawn near the parking lot. If you continue to return to detention and have mowed three levels of detention at the parking lot, you must then mow the football field! This is a big job, especially if you work your way up to having to mow 80% of it! Refer to "Lawn Mowing" in the Chapter 2 for details.

Snow Shoveling

If you are sent to detention during the winter, you must shovel piles of snow from the front porch of the main school building. There are only two levels of snow shoveling. The first time you serve detention in the winter, you only have to shovel four piles of snow. In level 2, though, the task grows to six piles. Press ● quickly and repeatedly while standing next to the pile of snow to shovel it away before time expires.

HEALTH

You can either drink sodas or engage in some kissing to replenish lost health. Drink machines are plentiful and sodas can also be found in crates or from knocked out students.

KISSING

You can also replenish lost health by kissing students. To get someone to kiss you, you must first be dressed nicely, and then offer flowers or chocolates. After the target accepts the gift, press L1 to target the subject again, then press ⊗ when the lips icon appears on screen below the ⊗. Kissing replenishes lost health. Completing levels of Art class unlocks kissing bonuses where health earned from kissing exceeds the limit of your normal health meter. Successfully passing this class also earns you the ability to kiss without first giving a gift.

KNOCKED OUT

When you lose all of your health, you are knocked out and sent to the nearest infirmary. The school infirmary is just to the left of the main school building entrance. If you're knocked out during a mission, it is failed.

MEDICAL CENTER
EMERGENCY

PASSED OUT

If you try to stay up past 2:00am, you eventually pass out. This has nothing to do with the amount of health you have. After 1:00am, Jimmy becomes lethargic; he droops and drags and his vision becomes blurry until finally giving in to sleep at 2:00am. The only way to avoid this is to go to bed before the designated bedtime. After passing out, you wake up at 8:00am in the same spot you were when you passed out. The only disadvantage of not going to bed is that you can be robbed. This usually involves losing just a small amount of money, but you can also have your clothing stolen, which can simply be retrieved later from any wardrobe closet. If you pass out during a mission, that mission will be failed.

COMMUNICATION

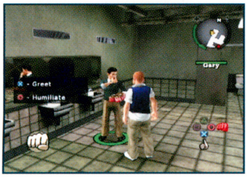
To communicate with people, stand near your subject and press L1 to target them, then press either ◉ for taunt or ⊗ for a friendly greeting.

FIGHTING

You have access to several moves from the beginning of the game, but much more can be unlocked by completing Gym classes and by training with the hobo that lives behind the bus in the school parking lot. For help with basic fighting, refer to the "Welcome to Bullworth, Part II" section of this guide in Chapter 1 of the main story walkthrough.

BULLYING DURING A FIGHT

When you've beaten your opponent's health down into the red and then target that person, the taunt icon turns into a red fist icon, indicating that you can now bully the worn-out opponent. This is similar to a finishing move. Press L1 + ◉ to perform a random bully attack, which could be any number of childish, schoolboy hazing moves. Doing so ends the fight as your opponent is instantly humiliated and gives up fighting.



Bullying
Gary

WEDGIES & PINCHING

A couple of bullying moves can be performed on individuals even when you're not actively engaged in a fight with them. If you walk up behind a male, target-select him, then press ◉ and Jimmy will give the guy a wedgie. When you walk up behind a girl and target her, a butt icon appears near the ◉, indicating that you can pinch that girl's behind. Just beware that both of these rude acts raise the trouble meter.

GETTING AROUND

SKATEBOARD

You unlock the skateboard early on in the game—after completing "Defend Bucky" in Chapter 1. After that, you won't want to run from place to place anymore; you'll only want to roll! The skateboard is a great way to get around. The disadvantages are the restrictions from skating uphill, up stairs, or across any surface that is not pavement. In the winter, you'll find that the board slides a little on icy surfaces. For skateboard controls, check out the "Defend Bucky" mission in the main story walkthrough.

Only on a skateboard can you hitch a skitch! Ride up behind a vehicle, then press △ to grab onto the car's rear bumper. Hold your grip while the car pulls you through town. Sometimes the driver will spot you and stop the car to put an end to your joyride. Press △ again to release.

BIKES

Bikes are available as soon as the Bullworth Academy gates are opened at the beginning of Chapter 2. Press △ to mount the bike. The same button also dismounts unwanted riders—bike jacking. Press ■ to brake, ◉ to bunny hop, and △ to dismount the bike. Pressing ⊗ repeatedly is like sprinting on the bike. Hold ⊗ for a slow, continuous pedal. Your success with stunts depends on which bike you're riding. BMX bikes are the most trick-friendly. A bike has four advantages over a skateboard:

1. You can throw punches on a bike.
2. You can throw projectiles and use target lock while on a bike.
3. Bikes are faster.
4. You can pedal up stairs.

Wheelies

Perform a wheelie by tilting the left control stick down while pressing ⊗. You can hold a wheelie for an insane amount of time. The number of wheelies performed is tracked on the Stats screen.

TIME 0:06.96
POS 3/4
LAP 1/2

Endo

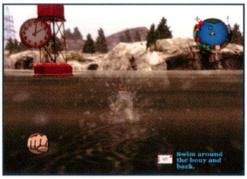
An endo is performed by applying the brakes after building up speed and pressing forward on the left control stick. Instead of coming to a stop, release the brake after the rear tire lifts. The faster you are going before performing this move determines the length of your endo.

Backflips

When riding up ramps, like the ones in the bike park, pull the left analog stick back while in the air to perform a backflip. You must have a big jump or a return ramp to pull this off successfully. The Bike & Skate Park is located in New Coventry and is unlocked after completing the "Bait" mission in Chapter 3. You can also perform front flips.

SWIMMING

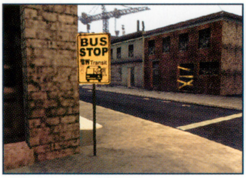
Jimmy can swim! Hop in the water and practice your strokes by pressing ⊗. You cannot swim underwater, but can still use this ability to reach otherwise inaccessible areas.

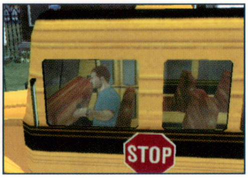


Swim around the bouy and back.

BUSES

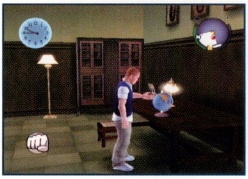
Find Bus stops by following any of the "B" icons on the radar. Once there, face it and press △. A bus arrives in no time, then picks you up and dumps you at the bus stop outside the gates of Bullworth Academy. This is the quickest way to the school from remote areas of town.

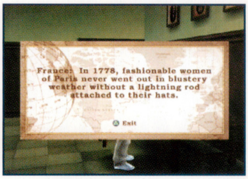




BULLWORTH TIPS

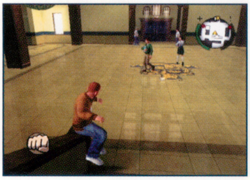
- Students that respect you can join your party. First speak to them nicely, then pay them the money they request. They'll join and fight with anyone you attack.
- You can start a food fight in the cafeteria by picking up one of the fruits in the bowls on the tables, then throwing it at a boy. Do not target girls to get it started, as this only leads to big prefect trouble.
- Dress nicely before you try to get a kiss.
- You'll get in trouble for riding your skateboard in school. This is considered misconduct.
- Press L3 to look behind you.
- The only place you'll find the Nut Shots arcade machine is in the Carnival prize tent.
- The barricade over the bike path tunnel next to the school parking lot is opened at the beginning of Chapter 5. This allows you to reach the small beach that holds a Rubber Band without swimming.



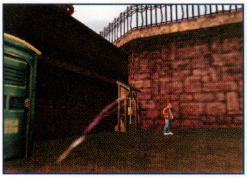


France: In 1778, fashionable women of Paris never went out in blustery weather without a lightning rod attached to their hats.

- There's an information globe in the library next to a G&G Card. This globe is full of funny information. The amount you read here is tracked on the Stats screen.
- You can slide down many rails by facing them and pressing △ when prompted.

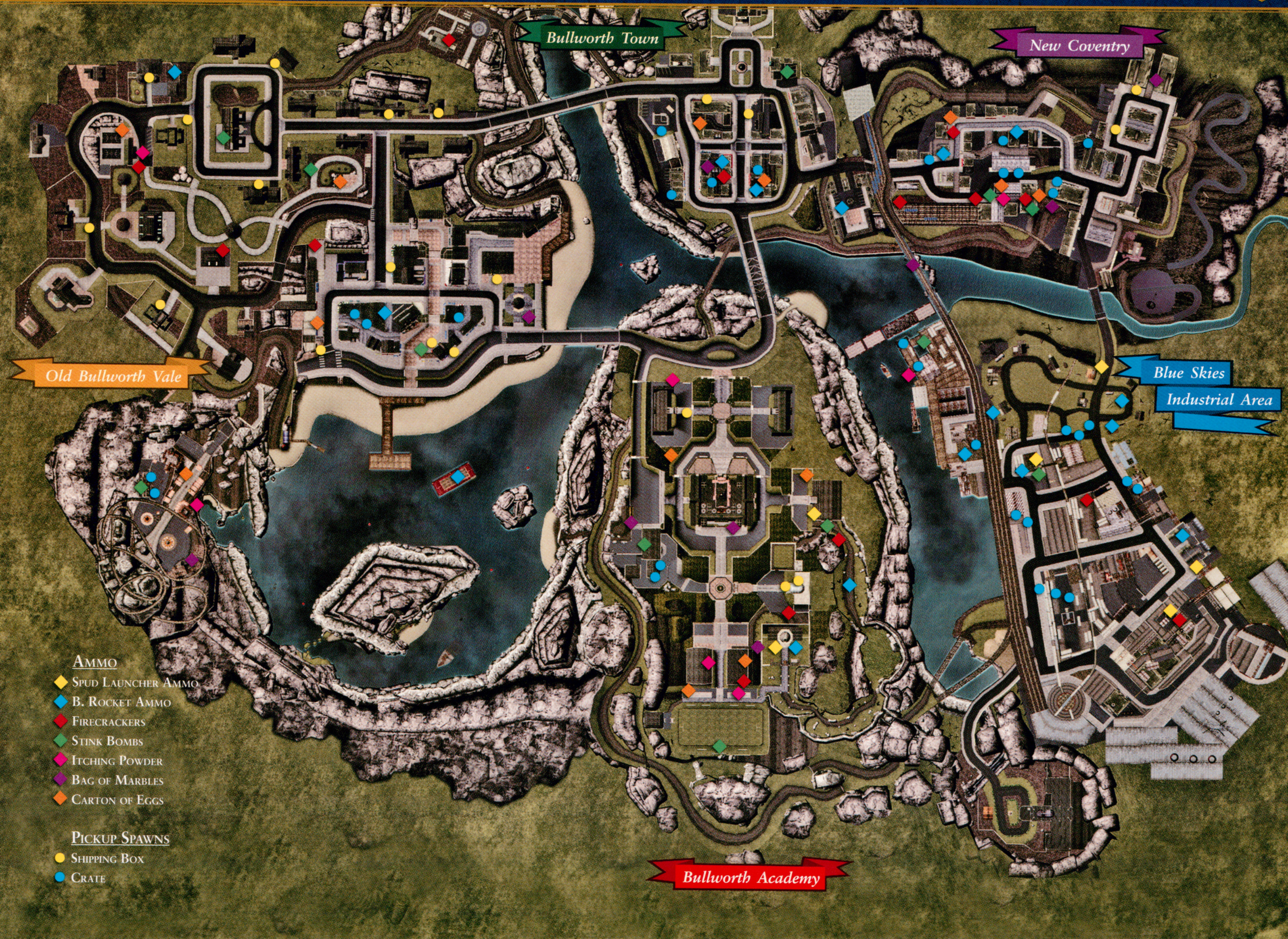


- There's a control switch in a corner of Bullworth Gardens Park, near a port-a-potty, that controls the sprinklers in the park.



tape
big ears
oh you are my hero

Later
ball head
ball head
kick me


Bullworth Town
New Coventry
Old Bullworth Vale
Blue Skies Industrial Area
Bullworth Academy
Ammo
Spud Launcher Ammo
B. Rocket Ammo
Firecrackers
Stink Bombs
Itching Powder
Bag of Marbles
Carton of Eggs
Pickup Spawns
Shipping Box
Crate

ITCHING POWDER

Itching Powder is available from the beginning of the game. It has a similar effect to stink bombs. The following are all the itching powder power-up locations:

Area	Location
School	Next to the trellis entry to the girls' dorm.
School	Behind the bleachers.
New Coventry	On the Wonder Meats rooftop that you access from the old train yards.
Vale	Next to a small building at the northernmost entrance of Bullworth Gardens Park.
Carnival	Behind the gift tent.
School	In a shower in the boys' locker room in the gym.
Blue Skies	On the little section of dock you can climb out of the water onto at the docks.

BAGS OF MARBLES

Bags of Marbles are available from the beginning of the game. They are used to trip up students or anyone pursuing you. The following are all the bag of marbles power-ups in the game:

Area	Location
School	Behind the raised railing next to the gym.
School	Behind the old school bus.
School	On the ledge beneath the trellis that leads to a secret second floor school entrance.
Vale	Near the gazebo by the boxing gym.
Bullworth Town	Behind Dragon's Wing Comics.
New Coventry	In the alley that leads to a secret entrance to the tenements.
New Coventry	In the alcove next to a loading door across from Wonder Meats.
New Coventry	On the train bridge that goes from New Coventry to Blue Skies.
Carnival	Inside the mouth of the funhouse entrance.

BOTTLE ROCKETS

Bottle Rockets are available in your room after unlocking the bottle rocket launcher, which happens in Chapter 3 in the alternative task: "Nerd Challenge." This is when you earn the Dragon's Wing comic shop as a save location. Bottle Rockets can be found around the town of Bullworth following the "Stronghold Assault" mission. The following are all the free bottle rocket power-ups in the game:

Area	Location
Blue Skies	Near the second transformer switch for the knocked out power during "Bustin' In, Part 2."
Vale	On the offshore barge.
Vale	In the alley behind the movie theater.
Vale	Behind the mowing job garage.
New Coventry	In the destroyed building behind Final Cut Clothing and Barber.
School	Inner courtyard of the observatory.
New Coventry	On the Wonder Meats rooftop that you access from the old train yards.
Blue Skies	In the fenced-in yard of the Paint Depot.
Blue Skies	In the fenced-off portion of the dock area.
Blue Skies	On the porch, next to the couch, across the road from the large power transformer tower.
Blue Skies	On the deck, next to the BBQ in the backyard next to Zoe's house.
Bullworth Town	In the motel parking lot.
Bullworth Town	In the alley behind the bike store.
Bullworth Town	On top of J's.
New Coventry	In the alley across the street (northwest) from Yum Yum Market.

FIRECRACKERS

Firecrackers are available from the beginning of the game. The following are all the firecracker power-up locations:

Area	Location
Vale	On a dead-end stairway overlooking the Burger Joint.
Vale	In the cemetery near an abandoned church.
New Coventry	In front of the Chinese restaurant.
School	Next to the climbable tree near Harrington House.
School	Beyond the code-locked gate leading to the observatory.
Blue Skies	On a side path next to Spazz Industries, up the street from Zoe's. Jump the dumpster to get in.
Bullworth Town	In the alley behind the bike store.
New Coventry	On the Wonder Meats rooftop that you access from the old train yards.
New Coventry	In the street that runs along the train yard.
New Coventry	At the entrance to the train yard, behind the flashing hazard marker near the first train on the right as you head toward the bike park.
Vale	Next to a small building at northernmost entrance of Bullworth Gardens Park.
School	On the top level of the bleachers on the pool side of the gym.
Vale	Behind Tad's standalone garage.

CARTONS OF EGGS

Cartons of Eggs are available from the beginning of the game. They come, of course, as eggs by the dozen. The following are all the egg carton locations:

Area	Location
Bullworth Town	On top of the Mexican restaurant. Climb the ladder in the back.
Bullworth Town	Behind a dumpster in an alley across the street from the gas station.
New Coventry	On the Wonder Meats rooftop that you access from the old train yards.
New Coventry	In front of the Chinese restaurant.
New Coventry	On the Wonder Meats rooftop that you access from the old train yards.
School	Next to the library.
Vale	Bullworth Gardens Park, in the picnic area near the vending machine.
Vale	Next to a set of benches on the basketball court.
Carnival	On the counter of the Drink Hut.
School	On the jumping shortcut ledge that leads to the side of the girls' dorm.
School	Behind the bleachers near the picnic table.
Vale	In front of Shin Joe's.
School	On top of the gym. Accessed using ladders in front and in the corner of the gym pool building.

ITEM CRATES

The following are locations of normal wooden crates that contain projectile power-ups. These crates can hold any of the following items: Firecrackers, Stink Bombs, Boards (melee weapon), or Soda Cans. Smash the crate to get the item, as long as you can hold them.

Area	Location
Bullworth Town	In the alley beside the Mexican restaurant across from the bike shop.
Bullworth Town	Beside the snack shop at the gas station.
Bullworth Town	In the alley behind the candy shop.
Bullworth Town	In the alley behind Ms. Phillips' apartment.
New Coventry	Inside the blown out building across from a clothing store.
New Coventry	In the parking lot beside a pool hall.
New Coventry	In front of Spazz Industries building.
New Coventry	In front of Spazz Industries building.
New Coventry	In the small alleyway south of Spazz Industries building.
New Coventry	In the small alleyway south of Spazz Industries building.
Blue Skies	In the vacant lot just up the street from the medical center.
Blue Skies	In the vacant lot just up the street from the medical center.
Blue Skies	In the vacant lot just up the street from the medical center.
School	In the pass-through empty auto shop building.
Blue Skies	In the space behind the Spencer Shipping building.
Blue Skies	In the space behind the Spencer Shipping building
Blue Skies	In the loading area with a parked truck, up the street from Spencer Shipping.
Blue Skies	In the loading area with a parked truck, up the street from Spencer Shipping.
Blue Skies	Beside a loading area with a parked truck, up the street from Spencer Shipping.
Blue Skies	At the dock area, overlooking water where you can see the derelict tug boat.
Blue Skies	At the dock area, overlooking water where you can see the derelict tug boat.
Blue Skies	At the dock area, near a barbwire fence entrance.
New Coventry	In the alley beside the fireworks shop.
Vale	In the alley behind EZ-Drugs.
Vale	In the alley behind the bike shop.
Vale	In the alley behind the bike shop.
Carnival	Near the Ferris Wheel.
Carnival	Near the Ferris Wheel.
Blue Skies	In a storage locker in the warehouse.
Blue Skies	In a storage locker in the warehouse.
School	In the empty, pass-through auto shop building.

SPUD CANS

The spud launcher is available after "Stronghold Assault" in Chapter 4. The spud launcher runs on spuds, which are found in Spud Cans. The following are all the free spud can power-ups in the game:

Area	Location
School	Behind a hoppable fence that leads to a secret entrance to the observatory (beside library).
Blue Skies	In the fenced-in yard of the paint depot.
Blue Skies	First house on the right when you get into the Blue Skies Industrial area.
Blue Skies	Inside the security room on a table that controls the main gate that leads to the Red Star building.
School	Inner courtyard of the observatory.

STINK BOMBS

Stink Bombs are available from the beginning of the game. They are flasks of green liquid. When hit by a stink bomb, you lose the ability to do almost anything but get away from the cloud. The following are all the Stink Bomb power-up locations:

Area	Location
School	Behind a hoppable fence that leads to a secret entrance to the observatory (beside library).
Vale	Up the street from the large beach pier.
School	On a platform beneath the football field scoreboard.
Vale	Behind the retirement home.
Blue Skies	In the fenced-off area of the Paint Depot.
Blue Skies	In the dock area, beside a port-a-potty near the barge.
School	Behind a dumpster in the greaser area where the junker cars are.
Bullworth Town	Behind a dumpster in the alley behind the police station.
New Coventry	On the Wonder Meats rooftop that you can access from the old train yards.
New Coventry	On the street that runs along the train yard.
Carnival	At the entrance to the Ferris Wheel.
Vale	Next to the trio of port-a-potties in Bullworth Gardens Park.

The Backwards Throw

To throw items behind you as you sprint by, mash ⊗ and continue the sprint, then tap R1 to throw your selected item. Press L3 to look backward and see if your attack hit its mark.

ACME DELIVERY BOXES

The large cardboard boxes are usually located on shelves, where crates are found on floors. These boxes say "Acme" on the side. They can contain any of the following items once destroyed: Firecrackers, Stink Bombs, Soda Cans, or Cartons of Eggs. The following are the locations of the Acme boxes:

Area	Location
Vale	Beside the front door of the house with the broken fence near the cul-de-sac.
Vale	Behind the mailbox across from Tad's House.
Vale	Front door of lawn mowing house.
Vale	Behind the mailbox across from the lawn mowing house.
Vale	Behind the mailbox in front of Russell's house; next to the retirement home.
Vale	Behind the mailbox in front of the first house on the right as you cross the bridge from Bullworth Town.
Vale	Beside the front door of the second house on the right as you cross the bridge from Bullworth Town.
Vale	Beside the front door of the house southeast of the retirement home.
Vale	In front of the news stand across from the Burger Joint.
Vale	In front of the boxing gym.
Vale	In front of the Old Vale coffee house.
Vale	Up the street from the large pier that leads to Aquaberry's. It's in front of a door of a no-name shop.
Vale	In front of the ice cream parlor.
Bullworth Town	In front of Happy Mullet Barber.
Bullworth Town	In front of the nondescript building.
New Coventry	House across the street from the alley where you fight Johnny.
New Coventry	In front of the tenements building.
School	The foyer in the Harrington House.
School	In front of the Harrington House.
School	In front of the girls' dorm.

Item Details

Stink Bombs

Stink bombs render victims powerless to fight or do anything, but hold their nose and get away until the rancid smell subsides. This projectile is most useful on large groups of hostiles. You can carry as many as five Stink Bombs at once.

Itching Powder

Itching powder has a similar effect on victims as a stink bomb, only there's less stink and a lot more itch. You can hold a total of five packets of itching powder at once.

Bags of Marbles

Anyone who walks over a scattering of marbles on the ground winds up on their rear. There's no escaping it, unless you walk around them. The marbles fade away once someone slips on them. Use marbles to throw off pursuing enemies, such as authority figures. You can hold no more than five bags of marbles at once.

Firecrackers

Be careful with these miniature sticks of dynamite, they could put out an eye! Firecrackers are the nerds' weapon of choice, and for good reason; nerds are terrible fighters, so these little bombs are extremely effective for knocking out foes of any size. Don't hold them too long, though, or they'll explode in your hand.

Eggs

Cartons of eggs are plentiful around the city; you can find them lying around or purchase them at Yum Yum Markets. Eggs are the preppies' favorite weapon. They do little damage, but are ideal for several pranks. You can hold up to a dozen eggs at once.

Spray Paint

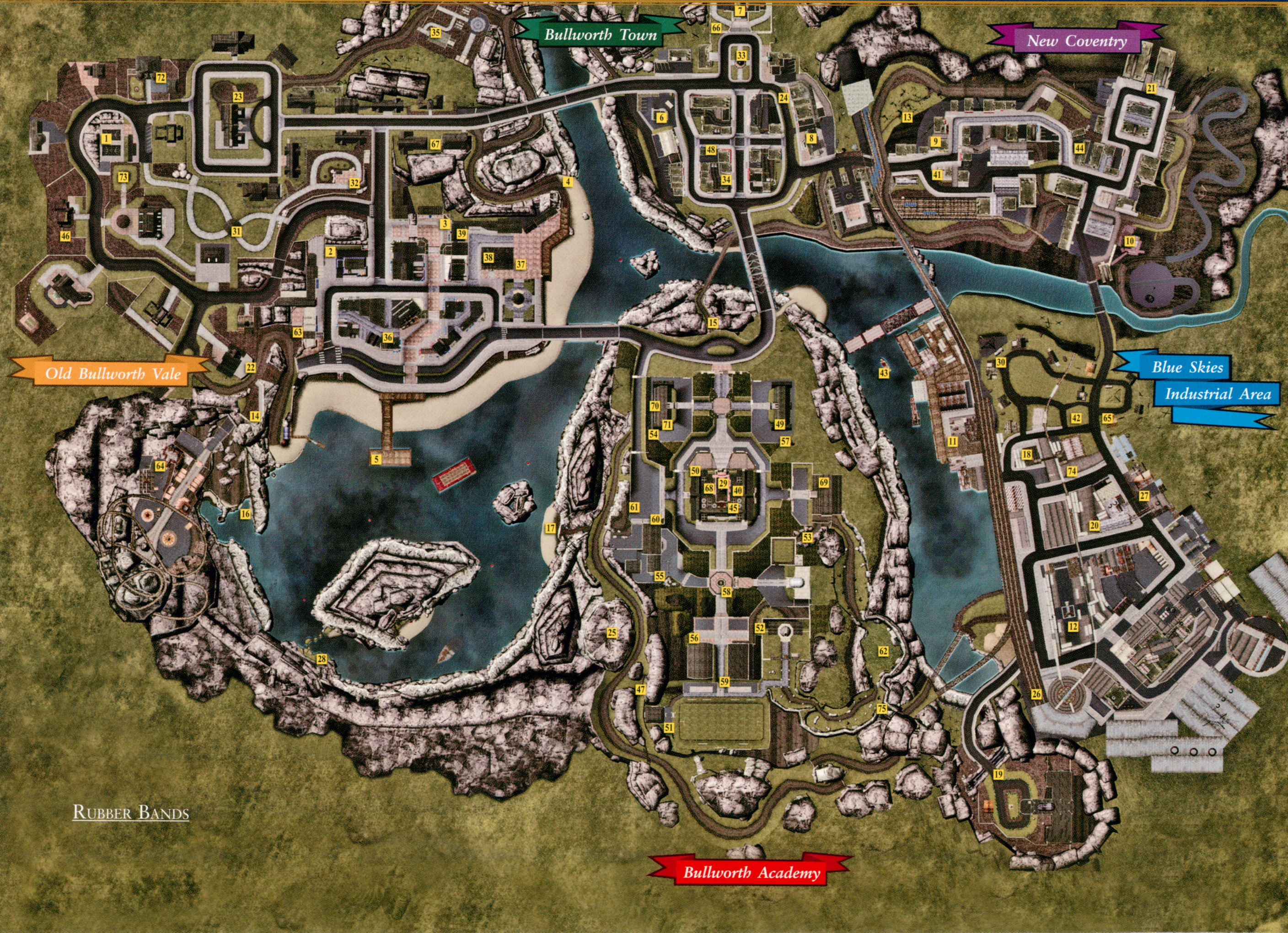
Spray paint is used for tagging, which is unlocked after completing the "Tagging" mission. You can get 12 tags out of one can of spray paint. Although this can also be used as a weapon, it has a very short range. Spray paint cans can be found lying around in various places and can also be purchased at Yum Yum Markets.

Can of Spuds

Spud cans replenish the ammo for the spud launcher, which is obtained after beating Earnest, the Nerd Boss. The spud launcher holds eight spuds.

Bottle Rockets

Bottle rockets are used to arm the bottle rocket launcher, which is obtained by completing the Nerd Challenge in Dragon's Wing Comics, Chapter 3. Bottle rockets are as powerful as firecrackers, but faster. The downside is they are sometimes unpredictable, often swerving away from the intended target and possibly even bouncing back at you.


Bullworth Town
New Coventry
Old Bullworth Vale
Blue Skies
Industrial Area
Bullworth Academy
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RUBBER BANDS

RUBBER BAND LOCATIONS

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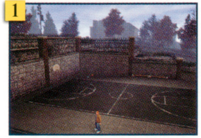
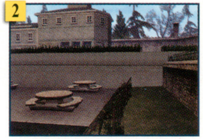


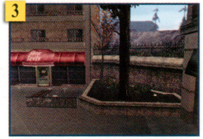
Vale
Basketball Court.

2



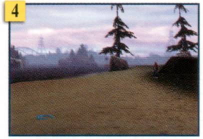
Vale
Burger Joint parking lot; behind the low vine-overgrown fence.

3



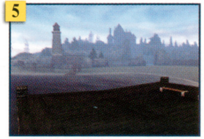
Vale
Beside climbable tree next to Aquaberry's seen in "Cook's Date."

4



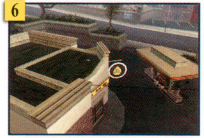
Vale/Beach
On the edge of the beach and the dirt bike path.

5



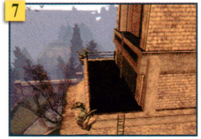
Vale/Beach
End of the pier south of bike shop.

6



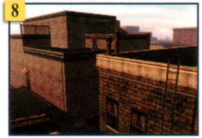
Bullworth Town
On top of the Oil Spill gas station. Use the ladder on the back to access rooftop.

7



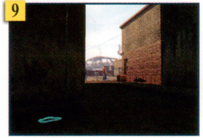
Bullworth Town
On top of city hall, reached during "Making a Mark" using ladders that start in the back of the building.

8



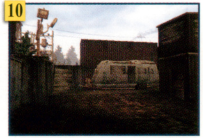
Bullworth Town
Old movie theater rooftop. Accessed by using ladder on the building next to it, then sprinting, jumping, and hanging onto the edge of the theater rooftop.

9



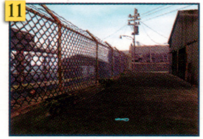
New Coventry
Alleyway behind Hung Lo and the building on the corner at the bus stop.

10



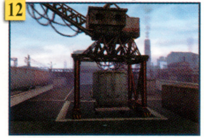
New Coventry
In the shipping container yard with the small camping trailer. The entrance is across the street from the bike garage.

11



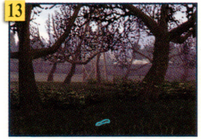
Blue Skies
In the gated-off section of the docks, near the entrance to the dock area. Follow the main wooden dock pathway to the inclining ramp to reach the Rubber Band.

12



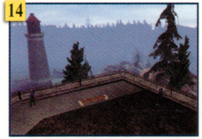
Blue Skies
Behind the truck and large crane in the unloading yard with all the train car shipping containers.

13



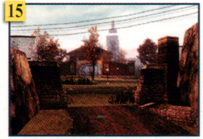
New Coventry
Just off the dirt path shortcut, in the grassy corner near the rail bridge. It's close to the fence within some trees.

14



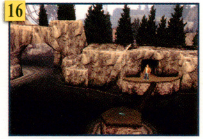
Vale/Beach
Make-out point, overlooking the Carnival and Lighthouse.

15



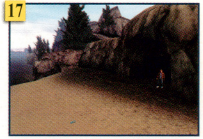
School
Entrance of dirt path shortcut that leads to footbridge from school to Bullworth Town.

16



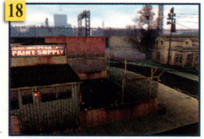
Vale/Beach
Accessed by swimming offshore. Swim under the arch to a small beach and head through a small tunnel. Walk the balancing beam to this Rubber Band on the pillar.

17



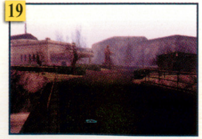
School
Secluded beach just north of the dirt path that leads around the school. Swim here or you can wait until the barricade from the school side bike route opens at the beginning of Chapter 5.

18



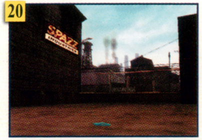
Blue Skies
Closed-off paint depot yard across from Zoe's house. Climb through the missing area in the fence.

19



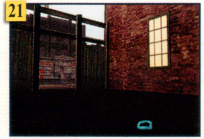
Blue Skies
Inside the asylum, on the road near the locked front gates. Climb the tree along the west path to gain entry into the asylum.

20



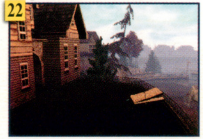
Blue Skies
Beside Spaz Industries building. Jump the missing area in the fence by the sidewalk to enter this lot. Or, jump the dumpsters on the north side.

21



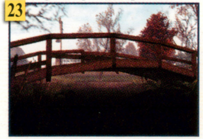
New Coventry
Alleyway that leads into the tenements building.

22



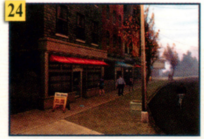
Vale
Base of the crazy jump ramp that leads from the back patio of a huge house and sends you through the air down to the beach.

23

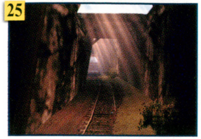


Vale
Under the bridge in the Happy Endings retirement home yard.

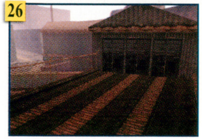
24



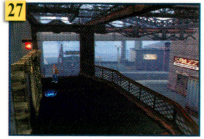
Bullworth Town
In front of the store with the red awning, east of the hospital.


25

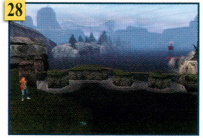
School
Inside the barricaded mining tunnel along the bike track behind the school.


26

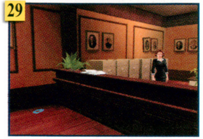
Blue Skies
End of the train tracks bridge near the asylum.


27

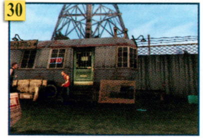
Blue Skies
On the ramp near Spazz Meats. The Rubber Band is inside the second door on the second level of the ramp.


28

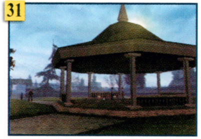
Vale
Offshore, west of the sunken pirate ship cove. It's on the largest rock pillar across from the smaller ones in the water with the balancing beams.


29

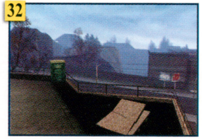
School
Principal's office, near save book.


30

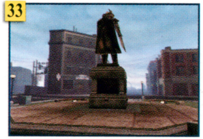
Blue Skies
In front of the tattoo parlor.


31

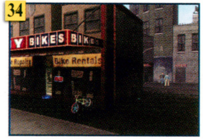
Vale
In the gazebo in Bullworth Gardens Park.


32

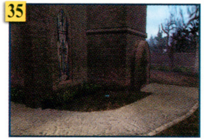
Vale
Picnic area in Bullworth Gardens Park where you send Burton over the rails in the port-a-potty. It's next to the ramp.


33

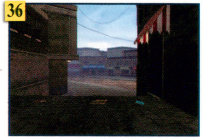
Bullworth Town
Town Square, behind the base of the statue.


34

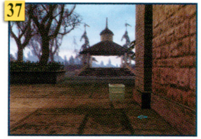
Bullworth Town
In the alley beside Shiny Bikes.


35

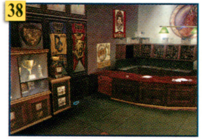
Vale
In the corner of the front of the church exterior, accessed by jumping over the broken wall behind the church through the cemetery.


36

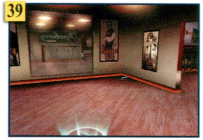
Vale
In the alley behind this line of shops: Dry Seaman Bar, Board Inn, and Crab restaurant.


37

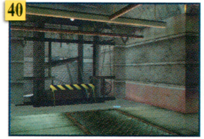
Vale
Beside the trashcan on the corner of the boxing gym; the side across from the gazebo.


38

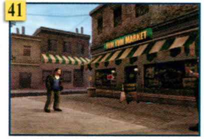
Vale
Boxing gym, on the second floor lounge next to the trophy case.


39

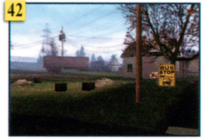
Vale
Back changing room inside Aquaberry's.


40

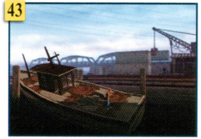
School
Near the wrecked elevator in the school basement. If inside the school, use the boiler room doorway near the school store to enter near this area.


41

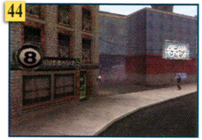
New Coventry
In front of Yum Yum Market.


42

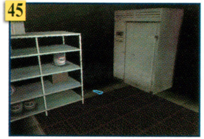
Blue Skies
Junky lot next to the bus stop.


43

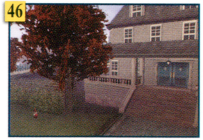
Blue Skies
On the derelict boat in the water.


44

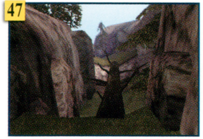
New Coventry
Parking lot next to Blue Balls Pool hall (greaser hangout).


45

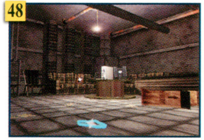
School
Near the freezer in the back pantry of the cafeteria kitchen.


46

Vale
In the small fenced-in yard of the house across the street from Tad's. Climb over the missing lattice section in the fence near the front porch. The Rubber Band is in the corner, under the tree.

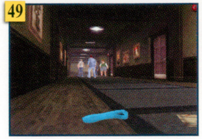

47

School
Secret path along bike path beside the school. It's on the middle of fallen tree that bridges a gap in the shortcut.


48

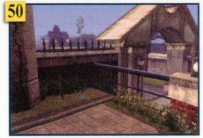
Bullworth Town
Dragon's Wing comic shop basement (nerd hangout), near the bed.

49



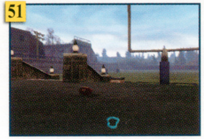
School
Boys' dorm, at the end of the hall.

50



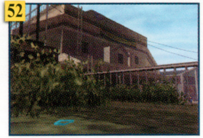
School
In front of the main school building, near the rightmost door.

51



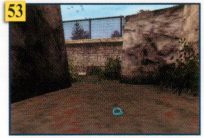
School
To the left of the jock clubhouse, at the end of the football field.

52



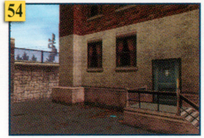
School
Secret raised path that leads from the Pool Building to the Harrington House. Use the pool building's corner ladder to hop down into this area.

53



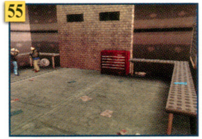
School
Secret path that leads from the mowing yard at Harrington House by jumping over a break in the crumbling wall to the library.

54



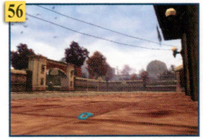
School
Behind the stoop on the side of the girls' dorm.

55



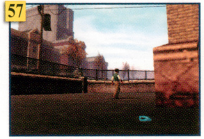
School
Unused auto shop garage south of and attached to the auto shop class. It's inside, on a shelf to the right.

56



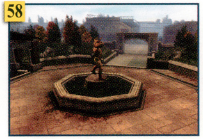
School
In front of the gym building.

57



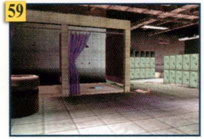
School
Around the corner on the side of the boys' dorm.

58



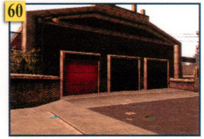
School
In the dirty fountain water of the Bullworth statue in the walkway intersection. Wade around until you find it.

59



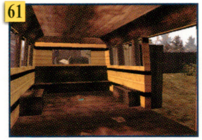
School
In the shower stall in the girls' gym locker room.

60



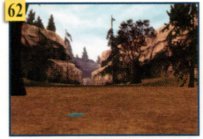
School
Near the bike garage in the school parking lot.

61



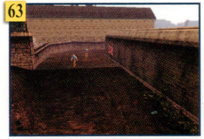
School
Inside the old school bus in the parking lot.

62



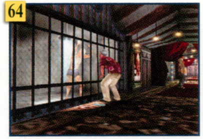
School
On the path that leads from the library to the observatory.

63



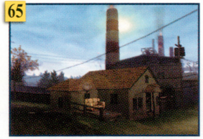
Vale
Next to the road wall on the dirt path that leads from Vale shopping area (behind Shin Jo's) to a nice neighborhood.

64



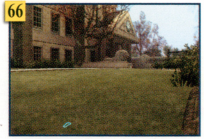
Carnival
Inside the Freak Show, near the Crazy Painted Man.

65



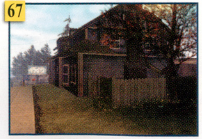
Blue Skies
On the porch of the house across the street from the bus stop.

66



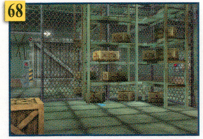
Bullworth Town
In the corner of the raised city hall lawn, near a break in the fence.

67



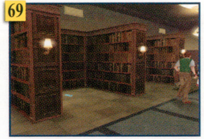
Vale
Beside the house to the left of the bridge from Bullworth Town to Vale neighborhood.

68



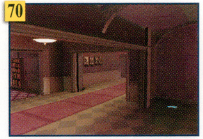
School
Next to an Acme box shelf in the basement in the room with the shorting electricity and the fence you must crawl under.

69



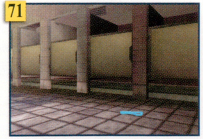
School
On the second floor of the library, between bookshelves.

70



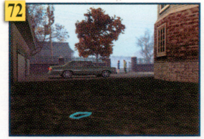
School
Second level of the girls' dorm, at the top of the stairs and behind a small wall nook near the railing.

71



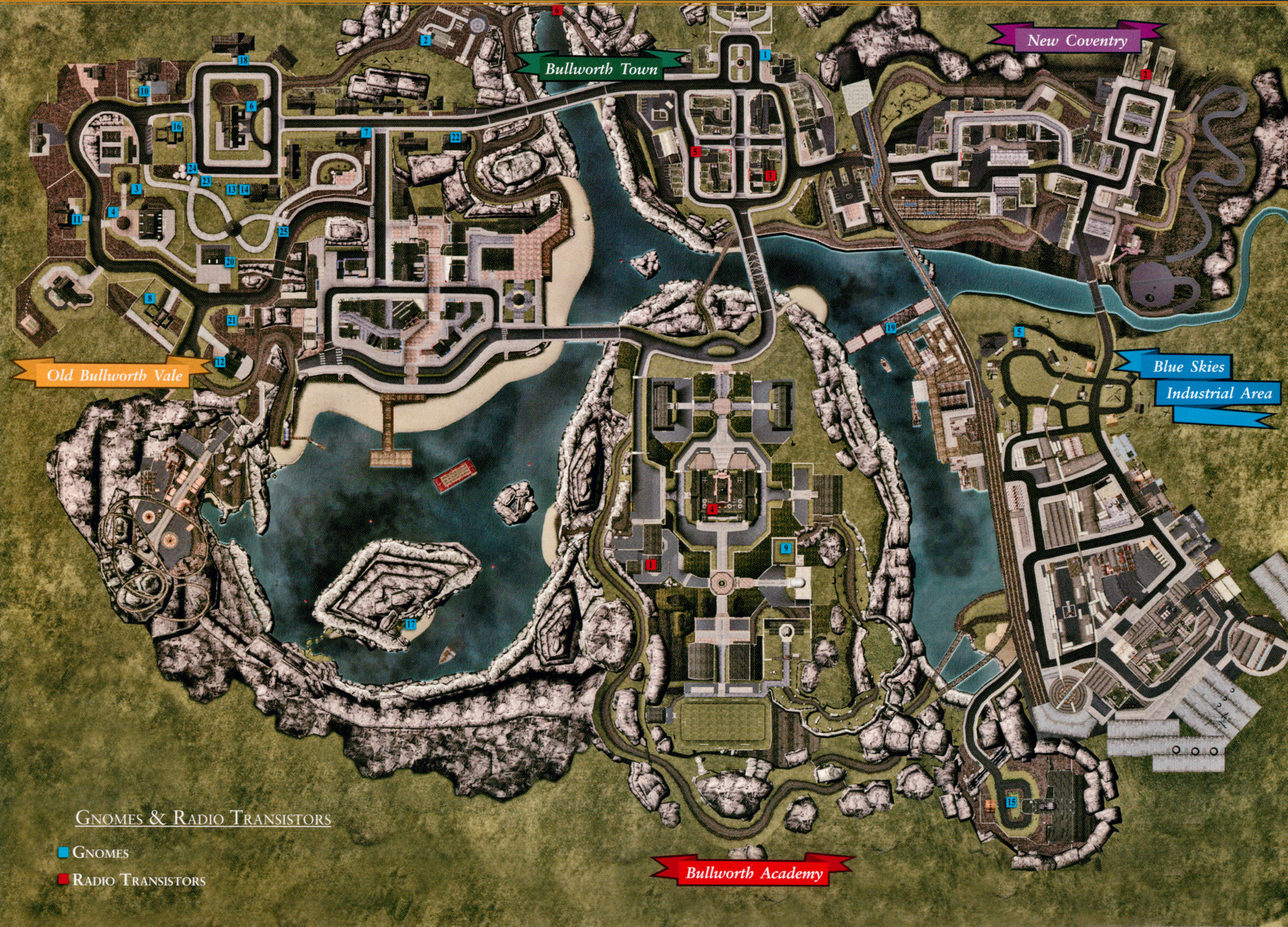
School
Shower room, second floor of the girls' dorm.

72



Vale
In the lawn area, behind the car and by the garage of the Lawn Mowing house.

COLLECTIBLES: GNOMES & RADIO TRANSISTORS


New Coventry
Bullworth Town
Blue Skies Industrial Area
Old Bullworth Vale
Bullworth Academy
Gnomes & Radio Transistors
■ Gnomes
■ Radio Transistors
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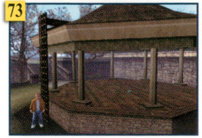
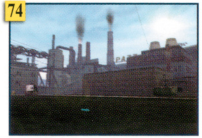
RUBBER BANDS *(CONT.)*

73



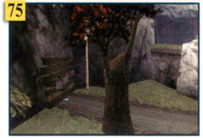
Vale
In Tad's backyard gazebo.

74



Blue Skies
Next to the jump through the train car on the lot across from the police station.

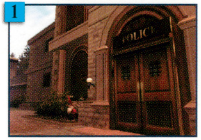
75



School
Near the barricaded tunnel entrance, along the path from the library to the observatory.

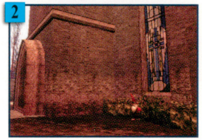
GNOME LOCATIONS

1



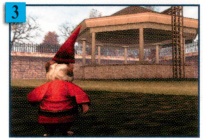
Bullworth Town
In the hedges in front of Police HQ.

2



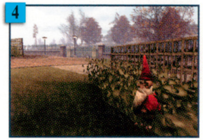
Vale
In the bushy corner of the front of the church exterior. Accessed by jumping over a broken wall behind the church through the cemetery.

3



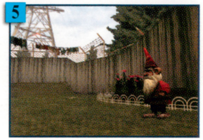
Vale
Tad's yard, near his gazebo.

4



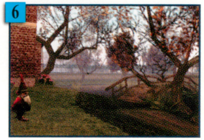
Vale
Tad's front yard, near a small vine-grown lattice.

5



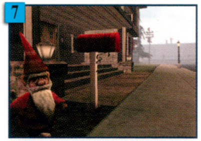
Blue Skies
Backyard next to tattoo shop.

6



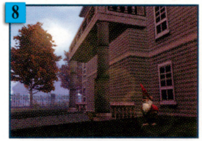
Vale
Happy Endings Retirement home, in the front yard near the pond.

7



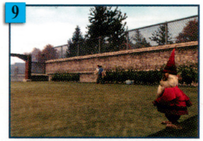
Vale
Next to a mailbox at the house on the left after the intersection leading from Bullworth Town bridge.

8



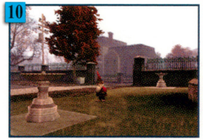
Vale
Front yard of house near the cul-de-sac with the missing fence section on one side and a climbable tree access on the other. Enter through the front gate.

9



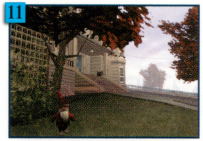
School
Side lawn of Harrington House you mow during detention.

10



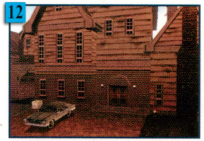
Vale
In the yard of the second Lawn Mowing yard with the four bird baths.

11



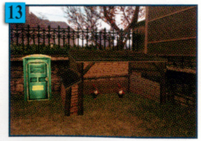
Vale
Yard across the street from Tad's house. It's in front of a small yard.

12



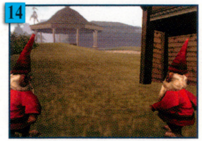
Vale
Next to the front door of the house with the epic jump on the back patio that sends you to the beach.

13



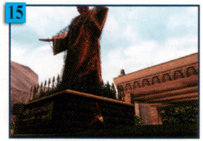
Vale
Inside the little shed in the park near the port-a-potty.

14



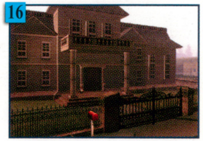
Vale
Inside the little shed in the park near the port-a-potty (sitting next to Gnome #13).

15



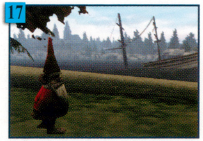
Blue Skies
Main asylum grounds beside "the watcher" statue. Use climbable tree on east side to enter the grounds.

16



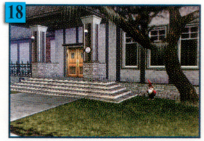
Vale
Front porch of fenced-in house across the street from the mowing job house. Jump the missing fence section on the west side of the house.

17

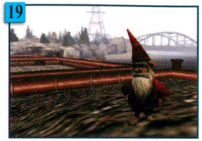


Vale
Offshore on the beach facing the sunken pirate ship.

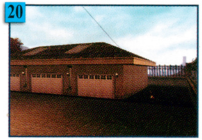
18



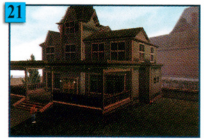
Vale
Next to the front door of the house due east of the retirement home.

19


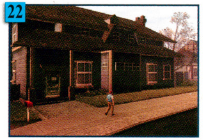
Blue Skies
On the barge off the industrial docks.

20


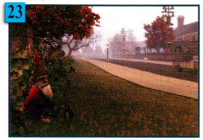
Vale
Next to Tad's standalone garage.

21


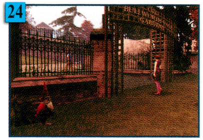
Vale
On the west side of the house across from Tad's garage.

22


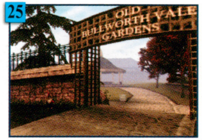
Vale
Beside the front porch of the first house on the left after the bridge that leads from Bullworth Town to Vale.

23


Vale
Beside the entrance to Bullworth Park. Near the retirement home.

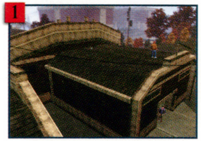
24


Vale
Beside the entrance to Bullworth Park. Near Gnome #23.

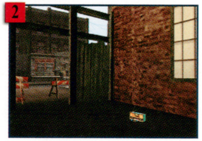
25


Vale
Beside the southeast entrance to Bullworth Park.

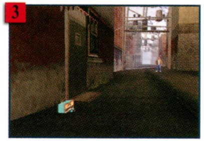
RADIO TRANSISTOR LOCATIONS

1


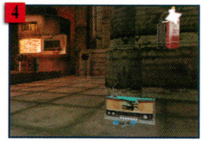
School
Rooftop of auto shop seen during "A Little Help."

2


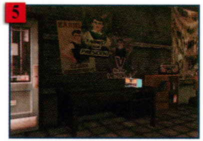
New Coventry
Side alley entrance to tenements.

3


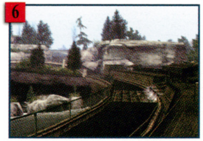
Bullworth Town
Alley behind the Mexican restaurant near the ladder. Seen during "Cook's Crush."

4


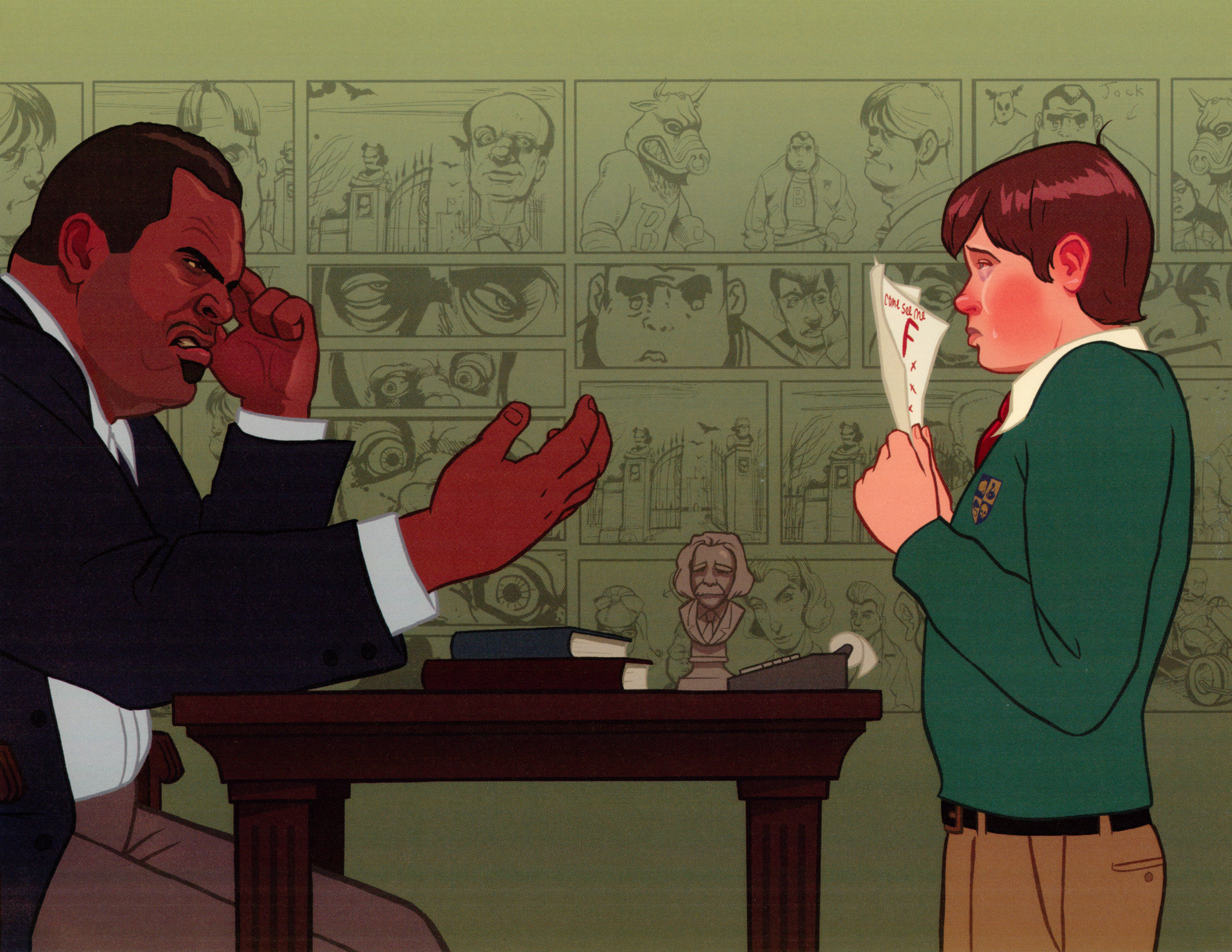
School
School basement below the fire extinguisher seen during "Help Gary." Also the same room where missed pumpkins appear.

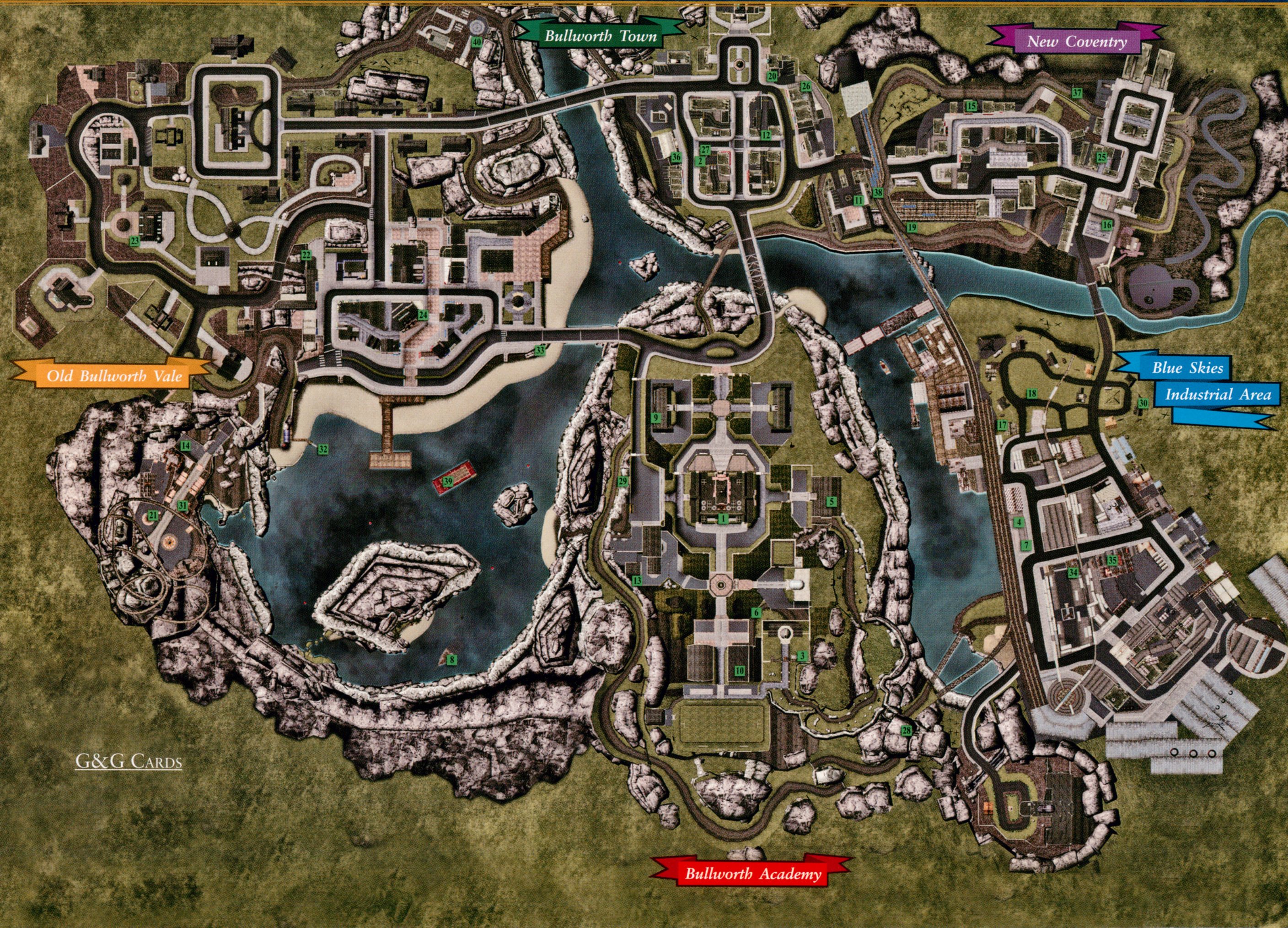
5


Bullworth Town
Dragon's Wing comic shop basement (nerd clubhouse).

6


Vale
Middle of the bridge that leads over the dam from Vale to Bullworth Town.


Jock
Come see me
F


Bullworth Town
New Coventry
Blue Skies Industrial Area
Old Bullworth Vale
Bullworth Academy
G&G Cards
40
20
26
37
15
12
27
2
36
25
11
38
19
16
23
22
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9
14
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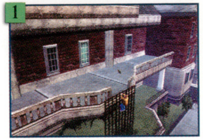
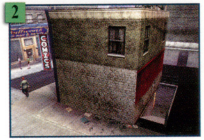
28

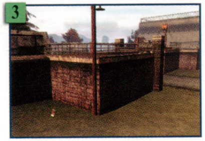
G&G CARD LOCATIONS


1

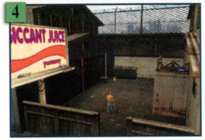
School
Top balcony on the back of the school. Reached by climbing the lattice.


2

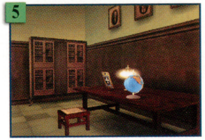
Bullworth Town
Bottom of the stairs behind Dragon's Wing comic shop.


3

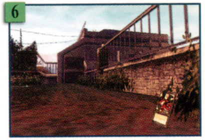
School
In the observatory front yard, in the corner nook near the brick gate.


4

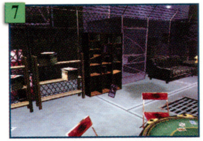
Blue Skies
Back entrance to Spencer Shipping, near a dumpster. Break the wooden gate to enter.


5

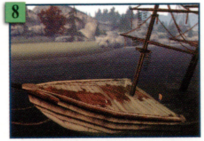
School
Inside the library, on the table with the info globe in the back-right corner as you enter.


6

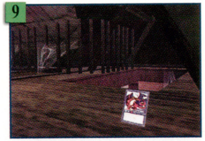
School
Secret path that leads from the side of the Harrington House to the gym pool building. Use the ladder on the side of the pool building to reach it.


7

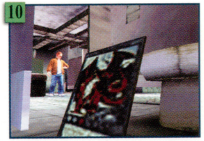
Blue Skies
Inside the townies' clubhouse near a bookshelf. Opened in "Townies Challenge."


8

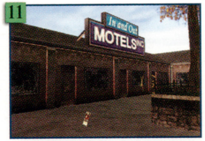
Vale
On the hull of the half sunken pirate ship.


9

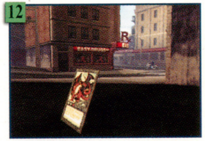
School
In the attic of the girls' dorm.


10

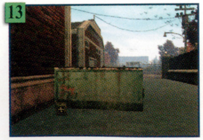
School
In the first toilet stall, in the boys' gym locker room.


11

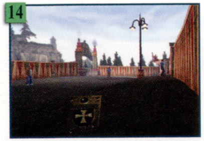
Bullworth Town
Behind the tree planter in the parking lot of the Inn and Out Motel, found on the way to New Coventry from Bullworth Town.


12

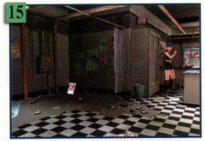
Bullworth Town
Behind Come Hither adult store.


13

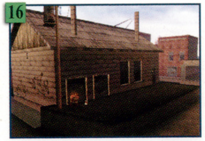
School
Behind the dumpster behind the auto shop pass-through building.


14

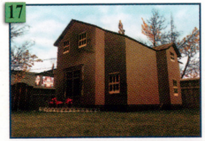
Vale
In the back-right corner of the Carnival parking lot.


15

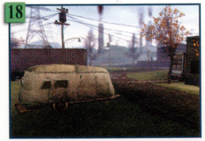
New Coventry
Inside the Final Cut (New Coventry clothing and barber). In the back, near the changing room.


16

New Coventry
Across from the bike garage on a warehouse's front raised ledge.

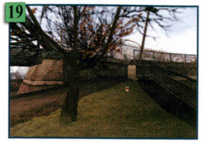

17

Blue Skies
In Zoe's back yard. Kick in the gate.


18

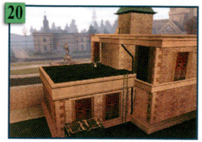
Blue Skies
Next to the trailer near the rail track up the dirt path from Zoe's.

19



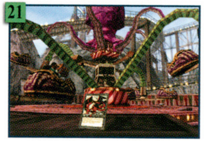
New Coventry
In the grass, near a tree beside the dirt road that leads to the train bridge.

20



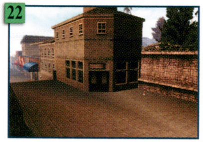
Bullworth Town
On the roof of the police station. Use the ladder behind the police station to reach it.

21



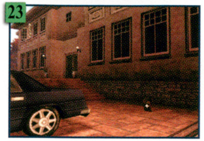
Carnival
Up on the Squid Ride platform, near the ticket booth. You must ride it to collect the card.

22



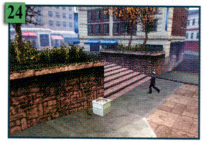
Vale
At the top of the dead-end stairs behind the back wall of the Burger Joint.

23



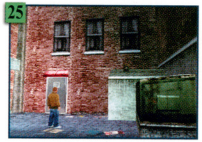
Vale
In Tad's front yard, between the parked car and his house.

24



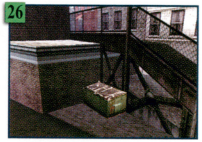
Vale
Near the movie theater, by a garbage can next to some steps.

25



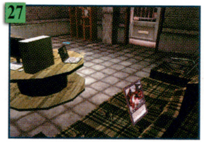
New Coventry
In a small dead-end alley, high up on a ledge beneath a window. Jump to it from the dumpster.

26



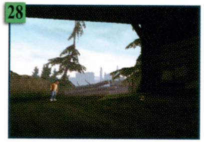
Bullworth Town
On top of a dumpster in the alley that runs behind the abandoned movie theater.

27



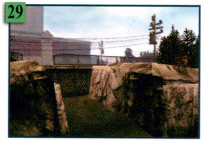
Bullworth Town
On the basement couch, in the bedroom of the Dragon's Wing Comic Shop.

28



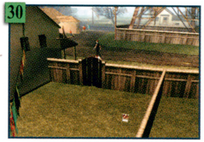
Blue Skies
Near the entrance to the shortcut tunnel that leads toward the asylum from the observatory pathway.

29



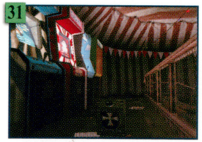
School
Just off the dirt path beside the school, in a small clearing between boulders and against the parking lot wall.

30



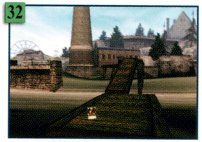
Blue Skies
In the backyard with the hanging laundry; the house across from the power line tower.

31



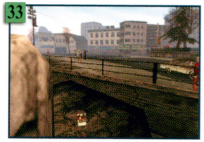
Carnival
Inside the Carnival prize tent, on the raised walkway with the complete collection of arcade games.

32



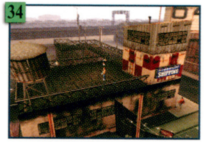
Vale/Beach
At the end of the pier, in front of the preps clubhouse (your lighthouse save house).

33



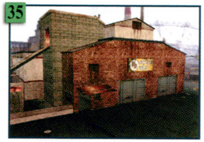
Vale/Beach
On the climbable rocks on southern end of beach near the bridge.

34



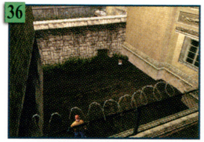
Blue Skies
Rooftop of the Blue Skies Shipping building. Use the roof access stairs from the corner building to reach the rooftop with the water tower where the card is located.

35



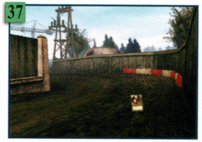
Blue Skies
Inside the Wonder Meats warehouse, on the floor near a crate. You must complete "Busting In" in Chapter 5 before getting this card.

36



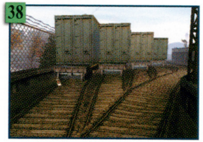
Bullworth Town
In the fenced-in space between buildings across from comic shop. Find the crawlspace in the small parking lot behind the bank, then crawl into the lot.

37



New Coventry
On the dirt path leading from the tenements area to the rail bridge overpass.

38



New Coventry
On the bridge overpass intersection beside the end of the train cars.

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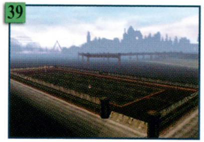
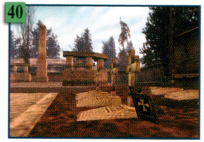


Vale
On the barge in the water off Vale Beach area.

40



Vale
Near the back of the cemetery, next to a grave.

WEAPONS, GIFTS & LOCKER ITEMS

SOURCE	UNLOCKS
SHOOTING WEAPONS	
THE SETUP	SLINGSHOT
THE CANDIDATE	SUPER SLINGSHOT
NERD CHALLENGE	BOTTLE ROCKET LAUNCHER
STRONGHOLD ASSAULT	SPUD GUN
PROJECTILES	
CHEMISTRY 1	FIRE CRACKERS FROM CHEM SET
CHEMISTRY 2	STINK BOMBS FROM CHEM SET
CHEMISTRY 3	ITCHING POWDER FROM CHEM SET
CHEMISTRY 4	GIVES DOUBLE AMMO AND BOTTLE ROCKET AMMO FROM CHEM SET
CHEMISTRY 5	UNLIMITED CHEM SET DAILY USAGE
COLLECT ALL RUBBER BANDS	RUBBER BAND BALL
YUM YUM MARKETS, CRATES & ACME BOXES	
CHAPTER 2+	EGGS
CHAPTER 4+	CAN OF SPUDS
NERD CHALLENGE	BOTTLE ROCKETS (NOT AT STORES)
CHAPTER 2+	ITCHING POWDER
CHAPTER 2+	BAG OF MARBLES
SPECIAL	
MISSION: TAGGING	SPRAY PAINT CANS (AVAILABLE IN ALL STORES AFTERWARD)
GIFTS	
FLOWER BEDS	BOUQUET OF FLOWERS (GAME START), STORES (CHAPTER 2+)
LOCKERS	BOX OF CHOCOLATES (GAME START), STORES (CHAPTER 2+)
LOCKERS	
PICKING LOCKERS AFTER "GET TO CLASS"	TEXTBOOK
	APPLE
	BANANA
	FLOWERS
	BOX OF CHOCOLATES
	TEAM FOOTBALL JERSEY
	BULLWORTH POLO SHIRT
	BULLWORTH GYM PANTS
	BULLWORTH LETTERMAN JACKET
	BULLWORTH HOODIE (BLUE)
	CARTON OF EGGS
PICKING LOCKERS AFTER "HALLOWEEN"	BAG OF MARBLES
	ITCHING POWDER
	VOLCANO 4000
	WEREWOLF MASK
	ZORRO MASK
	RED NINJA OUTFIT (IF NOT OBTAINED FROM "BIG PRANK")
CHEMISTRY 1 COMPLETE	FIRE CRACKERS
CHEMISTRY 2 COMPLETE	STINK BOMBS
CHEMISTRY 3 COMPLETE	ITCHING POWDER
PICKING LOCKERS AFTER "RUSSELL IN THE HOLE"	LS CASUAL PANTS (GRAY)
	COUNTRY BOOTS
	LS TRAINING JACKET
	HOCKEY JERSEY (BLACK)
	RATTY JEANS
	SKATE SHOES (BLACK)
	BUDGET BASKETBALL SNEAKERS
	BLACK CARGO PANTS
	MOTORCYCLE BOOTS
	LOW TOPS (RED)
	CUT-OFF CAM SHORTS
PICKING LOCKERS AFTER "NERD CHALLENGE"	BOTTLE ROCKET LAUNCHER
PICKING LOCKERS AFTER "DEFENDER OF THE CASTLE"	SPUD GUN

Mini-Objectives

These mini-objectives go toward 100% completion of the game—so go knock 'em out!

Achievement Titles & Rewards

Description	Reward	Trigger
Arcade Master	Arcade machines are free.	Achieve high score in all arcade machine games.
Pop Junky	Sodas are free.	Buy 100 sodas.
Pop Frenzy	Two Can Hat	Drink 500 sodas.
The Anti-Pumpkin	Pumpkin Head costume	Smash all Pumpkins.
Grave Robber	Edna Halloween mask	Smash all Tombstones.
Gnome Master	Gnome costume	Smash all Gnomes.
G&G Master	Grotto Master costume	Collect all G&G Cards.
Fire Chief	Firefighter's helmet	Pull 20 fire alarms.
Bike Trek	Spandex Bike Shorts	Travel 100,000 meters on a bike.
Marathon Boy	Tight Running Shorts	Run 41,843 meters.
Boy Genius	Graduation Hat	Complete every level of every class.
Jimmy Slow	Dunce Hat	Fail any five classes.
Conqueror	Plastic Viking Hat	Find all the hidden collectibles (rubber bands, etc.)
Yearbook Photos	Black Ninja outfit (immunity from curfew)	Take all photos for yearbook.
Go-Kart Racing	Crash Helmet	Win first Go-Kart Race.
Pirate King	Pirate Hat	Beat up the stranded Pirate.
Fashion Victim	Gold Suit	Buy all clothing in the game.
Rubber Man	Rubber Band Ball	Collect all Rubber Bands.

Class & Miscellaneous Unlockables

Source	Unlocks	Notes
Art 1	25% Bonus Kiss Health.	See Classes section of this guide.
Art 2	50% Bonus Kiss Health.	See Classes section of this guide.
Art 3	75% Bonus Kiss Health.	See Classes section of this guide.
Art 4	100% Bonus Kiss Health.	See Classes section of this guide.
Art 5	Kiss without a gift.	See Classes section of this guide.
English 1	Apology Bonus 1	See Classes section of this guide.
English 2	Improved Shove Taunt.	See Classes section of this guide.
English 3	Apologize to prefects for small crimes and they will leave you alone.	See Classes section of this guide.
English 4	Taunt Bullies at greater distance.	See Classes section of this guide.
English 5	Apologize to police for small crimes and they will leave you alone.	See Classes section of this guide.
Shop 1	Basic BMX	Unlocked in shop bike garage.
Shop 2	Retro BMX	Unlocked in shop bike garage.
Shop 3	Green Racer BMX	Unlocked in shop bike garage.
Shop 4	Blue Bomber BMX	Unlocked in shop bike garage.
Shop 5	Flamejob BMX	Unlocked in shop bike garage.
Gym 1	Head Butt, 1 Charge Combo & 3-Hit Charge Combo	See Classes section of this guide.
Gym 2	Accuracy Upgrade	See Classes section of this guide.

Class & Miscellaneous Unlockables *(Cont.)*

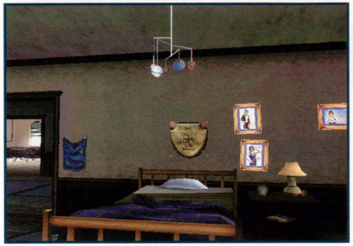
Source	Unlocks	Notes
Gym 3	Knee Drop and 3-Hit Combo Takedown	See Classes section of this guide.
Gym 4	Accuracy Upgrade	See Classes section of this guide.
Gym 5	Accuracy Upgrade	See Classes section of this guide.
Chemistry 1	Firecrackers from Chem Set	See Classes section of this guide.
Chemistry 2	Stink Bombs from Chem Set	See Classes section of this guide.
Chemistry 3	Itching Powder from Chem Set	See Classes section of this guide.
Chemistry 4	Double Ammo from Chem Set	See Classes section of this guide.
Chemistry 5	Unlimited chem set daily usage	See Classes section of this guide.
Complete Hattrick vs Galloway	Basic Camera	Added to weapon wheel.
Photography 1	Photo Album	Five save slots available.
Photography 2	Yearbook	Take pictures of all students.
Photography 3	Photo Album	Fifteen save slots available.
Photography 4	Digital Camera	Color camera replaces basic camera in the weapon wheel.
Photography 5	Double Carnival Tickets	Receive twice the number of tickets from carnival games.
Carnival Prize Tent	Scooter	Purchase this item for 75 carnival game tickets.
Complete All Go-Kart Races	Go-Kart spawned in school parking lot.	See Go-Karts section in Chapter 2.

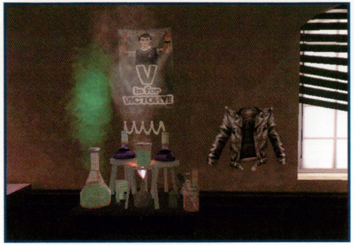
DORM ROOM TROPHIES

When you complete certain missions, tasks, challenges, races, etc. described below, a trophy is unlocked in your bedroom in the boys' dorm. There are no text messages indicating that these trophies have been added to your room; they just appear there the next time you visit your room.

Dorm Room Trophies

Object/Reward	Unlocking Method
Earnest for president poster	Complete "The Candidate."
Russell's ragged shirt on the wall	Complete "Russell in the Hole."
Beatrice's picture	Complete "The Diary."
Recovered Trophy on windowsill	Complete "Beach Rumble."
Piece of prize Venus flytrap near save book	Complete "Weed Killer."
Boxing gloves on the wall near wardrobe	Complete "Dishonorable Fight."
Prize Teddy Bear on bookshelf & framed picture of Pinky	Complete "Carnival Date."
Character Sheets pinned to wall	Complete "Character Sheets."
Panties on the wall near the bed	Complete "Panty Raid."
"Busted!" picture of Lola & Gord near save book	Complete "Jealous Johnny."
Johnny's leather jacket on the wall	Complete "Fighting Johnny Vincent."
Framed picture of Lola on the wall	Complete "Lola's Race."
Planet mobile hanging from ceiling	Complete "Nerd Boss Battle."
Ted's captain jersey on the wall	Complete "Jock Boss."
Framed picture of Mandy	Complete "Discretion Assured."
Rat in a bottle on filing cabinet	Complete "Rats in the Library."
Orderly's uniform on the wall	Complete "Finding Johnny Vincent."
Fire singed banner on the wall	Complete "Gym is Burning."
Blue Skies Industrial poster	Complete "Showdown at the Plant."
Framed picture of Zoe on the wall	Complete "Smash It Up."
Small Reaper on top of bookshelf	Complete "Funhouse Fun."
Bullworth crest and crossed cricket bats	Complete "Final Showdown."
Artist's set on top of filing cabinet	Complete Art 5.
Dodgeball on filing cabinet	Complete Dodgeball Gym Classes.
Go-Kart steering wheel on the wall	Complete the five Go-Kart races at the carnival.
Framed photo of Ms. Phillips on desk	Complete Photography 5.
BMX frame on the wall	Complete Shop 5.
Wrestling headgear on the wall	Complete all wrestling gym classes.
Pumpkin on top of bookshelf	Destroy all Pumpkins.
Small tombstone next to bookshelf	Destroy all Tombstones.
Gnome on top of bookshelf	Destroy all Gnomes.
#1 Paper Boy ribbon on the wall	Complete level 4 of Paper Route.
Large trophy on the windowsill	Complete all BMX races.
Car poster on the wall	Buy car poster from prize tent.
Rock poster on the wall	Buy rock poster from prize tent.





THE PIRATE ON LAST ISLAND

Anytime after Chapter 2 is unlocked, you can swim out to the south side of the big rock island (Last Island) and find a boy dressed in a pirate costume on the beach near the rock wall (just a few yards west of the Gnome). Beat up and knock out this ruler-wielding pirate and the Pirate Hat is unlocked in your wardrobe closets.

100% COMPLETION

To completely finish the game, you must perform the following tasks:

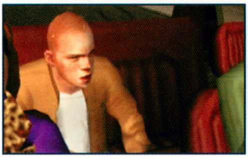
Game Completion Tasks

Task	Notes
Complete all Chapter missions.	The Big Prank not included.
Complete all Bike Races.	Fourteen total.
Complete all Go-Kart Races.	Eight total.
Complete 30 Errands.	See our fold-out Errand map.
Complete all Lawn Mowing Jobs.	Three tiers in both locations.
Complete all Paper Route levels.	All five levels.
Complete alternate task: Boxing.	Beat Chad, Justin, Parker, Bryce, AND one random fighter.
Ride all three carnival rides.	At least once each.
Beat the four carnival games.	At least once each.
Beat Penalty Shot at least once.	Gym playground.
Beat Keep Ups at least once.	Near football field.
Complete all five levels of each class.	Attend and pass all 30 classes.
Beat all mini-objectives.	See "Mini-Objectives" list in this section of the guide.
Get high score in Consumo, Monkey Fling, and Nut Shots.	Achieve high scores in these three arcade games.
Obtain and purchase all clothing in the game.	See the "Clothing" chapter of this guide for a complete list of apparel.
Find all Collectibles.	Find 75 Rubber Bands, 40 G&G Cards, 25 Gnomes, and 6 Radio Transistors.

WELCOME TO BULLWORTH

As a mischievous schoolboy, you'll stand up to bullies, get picked on by teachers, play pranks, win or lose the girl, and ultimately learn to navigate the obstacles of the worst school around, Bullworth Academy—a corrupt and crumbling prep school with an uptight facade.

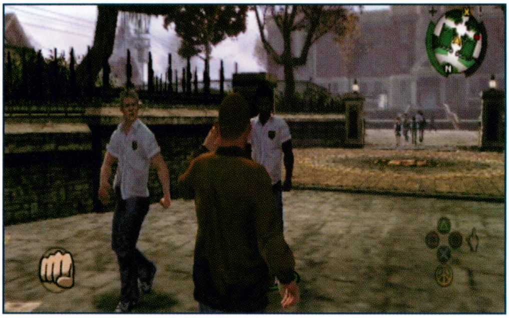
The story follows Jimmy Hopkins, a teenager who's been expelled from every school he's ever attended. Left to fend for himself after his mother abandons him at Bullworth to go on her fifth honeymoon, Jimmy has a whole year at Bullworth ahead of him, working his way up the social ladder of this demented institution of supposed learning, standing up for what he thinks is right and taking on the liars, cheats and snobs who are the most popular members of the student body and faculty. If Jimmy can survive the school year and outsmart his rivals, he could rule the school.



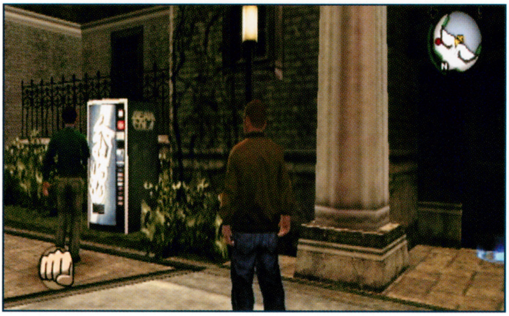
SCHOOL GROUNDS

GO TO THE PRINCIPAL'S OFFICE

Follow the yellow X on the radar to the main school building. If you interact with or stand around other students too long, an unintentional fight will probably start. This is from low "clique" respect levels. Later in this mission, you'll be instructed on how to fight. Oh, and don't forget to watch out for banana peels and marbles on the ground along the way. Yeah, you're in for the *educational* experience of a lifetime.

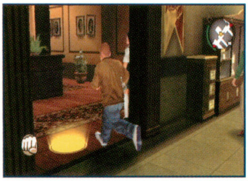


Take note of two things before entering the main doors of the school. First, drinks can be purchased from the soda machine and used to replenish health. Second, you must stand in a blue marker and press △ to enter doorways.



MAIN SCHOOL BUILDING

The school is full of students of different cliques (nerds, bullies, greasers, jocks, and preps). To talk to them nicely, press L1 + ⊗. If you're feeling surly, press L1 + ◉ for a negative greeting. The latter usually earns you a black eye.



Your first destination is the principal's office upstairs. Head there now. Climb the stairs, then step inside the office and into the yellow marker. Remember to follow the yellow Xs on the radar when objectives are active.

Principal Crabblesnitch

Your first encounter with principal Crabblesnitch is unpleasant at best. He's seen your academic and conduct records, and is generally displeased with your accomplishments. But, he's enthused about molding you into a model student and citizen… he's also obsessed with the cleanliness of your nose.

⚜ Busted

Being "Busted" on school grounds means getting caught by prefects or teachers while truant, trespassing, breaking curfew, stealing, or fighting students or staff. When this happens, you are either sent to class, your dorm room, or the principal's office where Crabblesnitch dictates your current report of misbehavior—reflective of what you've actually done. When you get Busted often enough, you must mow lawns or shovel snow. See Chapter 2 for details.

WELCOME TO BULLWORTH: PART II

School Grounds

Go to the Boys' dorm.

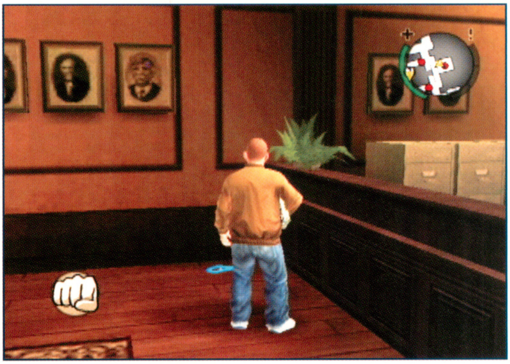
Before you leave the office, grab the blue Rubber Band in the corner, near the front desk and entryway. There are 75 of these to collect, many of which you'll find along the normal course of main story missions. See the "Collectible Items" section of this guide for a map and description of each Rubber Band. You are rewarded for finding them all. It's one of many collection items in this game.

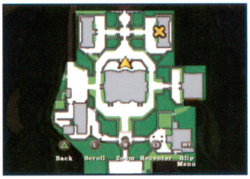
⚜ Current Objective

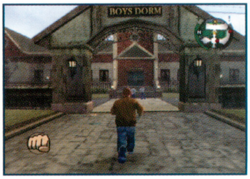
Press right on the Directional Pad to see a text reminder of the current objective displayed on screen. The "X" indicating the location of the objective blinks on the radar. When the bell icon appears on the mini-map, you can press left on the D-pad to see which class is in session.

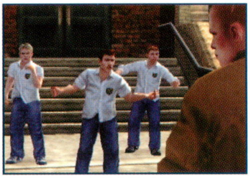
Exit the school and check out the world map by pressing the SELECT button. Essentially, you can find your location in the world and your destination using the Map menu. You can even choose which icons appear on the map, zoom in and out, view current tasks, check your gameplay completion percentage, and review stat. The Status screen allows you to see your report card and monitor respect levels so you know who is more likely to attack—bullies, nerds, jocks, etc. See the "Basic Education" section of this guide for more help with this menu.

Head north from the school and turn right at the intersection to find the boys' dorm. A fight begins as you pass beneath the entryway.



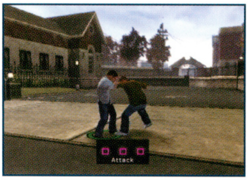


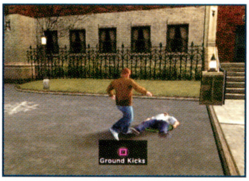




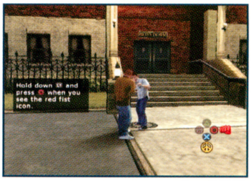
Basic Fighting

Three bullies pick a fight with you outside the boys' dorm, but only one of them steps forward to battle. The button presses on screen do not usually appear during normal fights. They're here now just for training purposes. Follow the instructions to perform a Block and Lock-On (hold L1), a basic combo (■ x 3), a Grab ▲, and Ground Kicks ■. Whether you kick or punch depends on if your opponent is standing or not.





Use these moves to beat the bully until you drain the health ring on the ground around his feet. Just prior to a complete health drain, you are prompted to humiliate the opponent. To do this, press and hold L1 while standing close to him. This brings up the Social menu in the bottom-right corner of the screen. The negative communication response must be a red fist icon to humiliate. Press ● while holding L1 to do this. Eventually, you can also try to calm the situation by pressing ⊗ and selecting the peace icon, but that won't do the trick this time.


Hold down L1 and press ● when you see the red fist icon.

WELCOME TO BULLWORTH: PART III

Unlocks Task: "This is Your School"

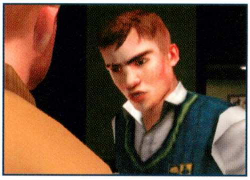
BOYS' DORM

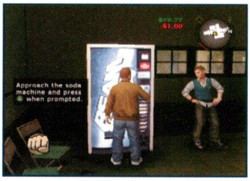
GET A DRINK FROM THE SODA MACHINE.

You meet Gary, an obnoxious and ADD-afflicted student who wants to befriend you, just inside the boys' dorm. He's independent. Like you, he is not a member of any particular clique. Head into the recreation room and follow the on-screen instructions for purchasing drinks from the soda machine in the corner. Sodas cost $1.00 and replenish a portion of lost health. Your health is indicated on the left side of the radar. Purchase enough soda to restore all the health you lost during the previous fight.

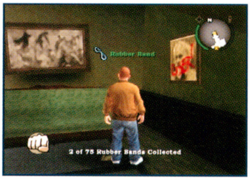
Boys' Dorm Activities

The boys' dorm has lots of cool stuff, including a drinking fountain that you can actually drink from, a Future Street Race 2165 arcade machine, a TV you can turn on and off, two bulletin boards announcing the latest news, and a Rubber Band at the end of the hallway. There's also a fire extinguisher there that can be used as a melee weapon or triggered by pressing R1 to fire foam at opponents. Switch the fire alarm to agitate the students.




Approach the soda machine and press ▲ when prompted.

▲ Read Bulletin Board



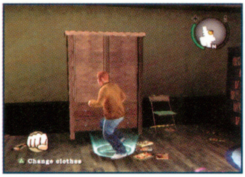
FUTURE STREET RACE 2165

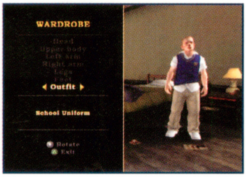
The arcade machine in the rec room is operational after "This is Your School."

CHANGE INTO YOUR UNIFORM.

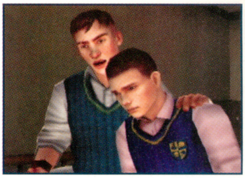
Your Dorm Room

Your dorm room is opposite the rec room and is the only other accessible room in the dorm. Inside, there's a bed to sleep in, a desk with an open book to save your progress, a lab kit to make weapons as you complete chemistry classes, and a wardrobe to change into any acquired clothing. Stand in the blue marker near the wardrobe, then press △ and enter the Wardrobe menu. Scroll to the "Outfit" option and press left or right on the D-pad until you reach "School Uniform." Press ⊗ to confirm your choice, exit the Wardrobe, and don the appropriate Bullworth attire.





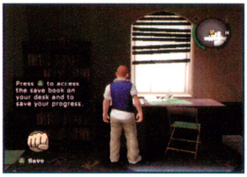
Pete Kowalski



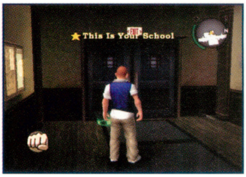
After changing into your uniform, Pete Kowalski enters your room and introduces himself. This small, geeky kid is an easy target for bullies. He'll be your closest, true friend if you let him. Pete also does not belong to any clique.

Gary soon interrupts and starts running his mouth. He picks on both you and Petey. You are prompted to save your progress in the dorm room save book. Although you cannot save while involved in a task (mission), be sure to save as often as possible. Save locations are indicated on the map and radar as an open book icon. Additional save locations are unlocked as you progress through the main story missions.

Review the available tasks by pressing right on the D-pad. You can now begin "This is Your School."



Press △ to access the save book on your desk and to save your progress.



THIS IS YOUR SCHOOL

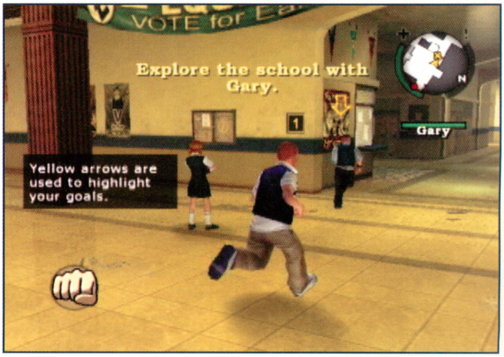
Prefects (and other authority figures) appear on the radar as red dots. The yellow marker at the front doors of the main school building indicates that this is a mission starting point. When you enter the school this time, you'll enter a new mission as well.

Unlocks: "Get to Class"

MAIN SCHOOL BUILDING

EXPLORE THE SCHOOL WITH GARY.

This mission involves chasing Gary around the school while being introduced to more game basics. Gary has a yellow arrow overhead and appears on the radar as a moving yellow X icon. Follow him through the hallways to Russell, who is at his locker.

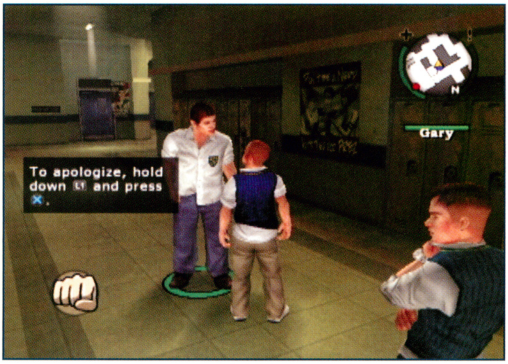


Explore the school with Gary.

Yellow arrows are used to highlight your goals.

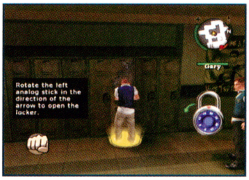
Communication

Use Russell as a guinea pig to learn how to apologize to aggressors (L1 + ⊗). Repeat this positive greeting button combo again to pay Russell off and avoid a nasty confrontation. He gives you a noogie before running off. Apologies can be used on adults, prefects, and other students. Apology success is increased with the completion of certain English classes.


To apologize, hold down L1 and press ⊗.

BREAK INTO RUSSELL'S LOCKER.

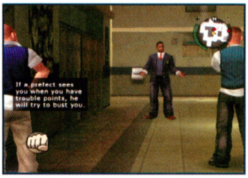
There are three types of lockers: those with blue markers, red markers, or no markers at all. The blue variety can be entered and used to hide from people. Lockers with red markers can be picked to uncover new items inside. Lockers with no markers cannot be opened at all.


Rotate the left analog stick in the direction of the arrow to open the locker.

Step into the yellow marker at Russell's locker and press △ to begin picking his lock. Rotate clockwise and counterclockwise on the left analog stick as indicated on the padlock graphic below your radar. Continue spinning in the indicated direction until the arrow switches the other way. A few successful spins in either direction unlocks the lock and opens the locker. This time, you receive a Bullworth classic cap. As certain items (weapons, projectiles, or clothing) are unlocked in the game, they begin to appear in the lockers that you pick.

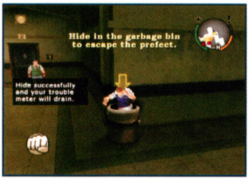
Trouble

You receive trouble points for lock picking, harassing people, fighting, trespassing, or being truant from class. This is manageable as long as there aren't any prefects around. However, authority figures will always try to bust you if they're nearby in this situation. Trouble points are gauged in gradual levels on the right side of your radar.

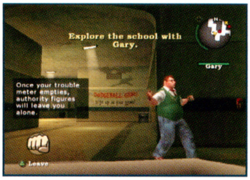

If a prefect sees you when you have trouble points, he will try to bust you.

HIDE IN THE GARBAGE BIN TO ESCAPE THE PREFECT.

In this segment, a prefect runs into the hallway and gives chase. You find yourself facing a garbage bin in the next hallway. Quickly approach it and press △ to enter. This also works for lockers with blue markers. Once inside the bin or locker, you can look to the left and right by using the right analog stick. Your trouble meter drains quicker when hiding.


Hide in the garbage bin to escape the prefect.

Hide successfully and your trouble meter will drain.


Explore the school with Gary.

Once your trouble meter empties, authority figures will leave you alone.

Pursuer's Field of Vision

Prefects, teachers, and other authority figures have field of vision areas that appear around their red blip on the radar, but only while the trouble meter is active. Once this meter drains, the authority figures leave you alone and the field of vision area around their blip disappears. The trouble meter does not drain if you remain in the authority figure's sight. Once you gain a lead and move out of their field of vision, the meter slowly begins to drain. It's also easier to effectively hide once you're out of their visual range. If the authority figure is too close to you when you duck away, they'll immediately pull you out of your hiding place.

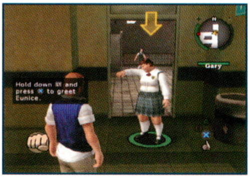
Escaping Captivity

If you are caught by an authoritative figure, you are often given a short opportunity to escape by quickly and repetitively pressing △. If you break free, run! Drain the trouble meter to calm things down. If you're captured, you are busted and sent to the principal's office, class, or to your dorm room (depending on the time of day). You are also given this chance for freedom when grabbed by a student in a fight, but students cannot bust you or throw you in class. If a student grabs you, expect to be either thrown to the ground, mounted and beaten, or held while another student pummels you.

FOLLOW GARY TO EUNICE.

While following Gary to Eunice, you'll pass through a hallway with blue and red locker types. Another fact about lockers is that you can grab, drag, and throw students into the blue variety. Press △ to perform this same action on almost any object you can interact with—including lockers, toilets and garbage bins. Locker triggers are deactivated until this mission has been completed.

Talk nicely to Eunice outside the girl's bathroom. This big, ugly girl has had her chocolates stolen.

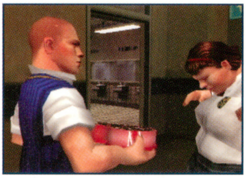

Hold down L1 and press ⊗ to greet Eunice.

RETURN THE CHOCOLATES TO EUNICE.

Chase down her chocolates by following the yellow X on the radar to the boy's restroom at the opposite end of the school. Constantinos is in there and he has Eunice's chocolates. You have a choice to give in to his demands or take the chocolates forcefully. If you opt for the latter press L1 + ◉, but note your trouble meter rises slightly while bullying. Walk over the candy to pick it up, then return to Eunice.

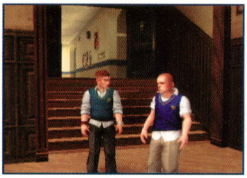
Kissing Health Bonuses

Eunice kisses you when you return the chocolates. Although you might be sickened by the sight, this does give you extra health. When targeting females that respect you, you can give them a gift and then a kiss. After completing all Art classes, you will no longer need to bother with the present before the smooch. Also, the more Art classes you complete, the more health you earn from each kiss. This is bonus health (additional health that registers beyond the 100% health meter).



CHECK OUT THE CAFETERIA.

Follow Gary into the cafeteria and he introduces you to the different student classes. There are nerds, preps, jocks, bullies, and greasers. Again, you and Gary are not associated with any of these cliques. This ends the mission. You can now begin a morning class.



⚜ CLASS SCHEDULE

For a class schedule and tips for each level of every class, see the "Classes" section of this guide. Skip ahead now for help with Chemistry 1, which is your first available morning class.

GET TO CLASS

MAIN SCHOOL BUILDING

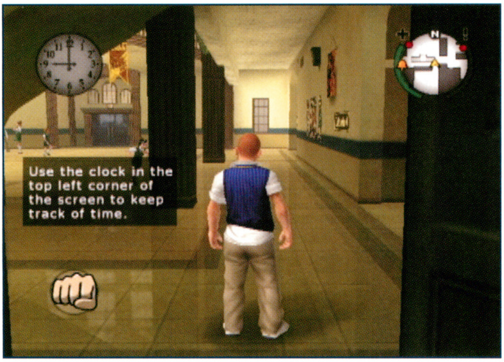
The Clock & Classes

After Gary classifies the different student types in the cafeteria, a prefect gets in your face and says it's time to go to class. A clock now appears in the top-left corner of the screen and remains there throughout the game. It only stops when the game is paused. No matter what task or activity you're involved in, the clock keeps on ticking. There are now morning and afternoon classes available.

Unlocks Mission: "The Setup"

Unlocks: Art, English, Chemistry, and Gym Classes

Morning classes start at 9:00am and end at 11:30am. Afternoon classes start at 1:00pm and last until 3:30pm. No matter how quickly you finish a class, time skips ahead to the class ending time once the class is completed.



Use the clock in the top left corner of the screen to keep track of time.

Truancy

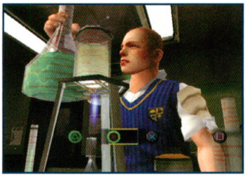
If you are not in class when time surpasses the beginning of a class by 30 minutes, you become truant and your trouble meter rises. Prefects and teachers will then pursue you and try to throw you into a class.

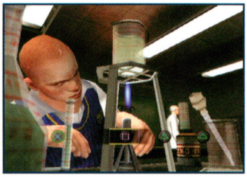
Don't be late. Get to class before 9:30am.

Travel toward the bell icon on the first floor of the main school building. Step into the orange marker outside the Chemistry room. Press △ to begin class and get ready for a sequence-button-pressing challenge.

Chemistry

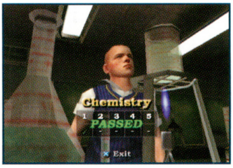
As you stand before the Bunsen burner and boiling flask, a steady stream of button icons glides across the bottom of the screen. Press the correct buttons as each one appears in the box to pass the class. If you mess up, you start over from the beginning of the sequence, but you only get two more chances. Mess up all three attempts and you fail the class.





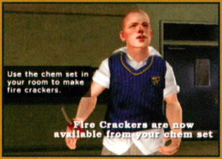
Each class has five levels. You cannot continue to the next level until the previous level is complete. Your report card can be viewed by scrolling through the tabs of the SELECT button menu. This helps you track which classes have been completed at their various levels. Unique awards are given for each class level completed. The themes of these awards are also different for each type of class. For example, completing chemistry classes earns you the ability to make weapons (like stink bombs) on your chemistry set in your dorm room.

For tips on Chemistry 1 and any other fields of study, see the "Classes" section of this guide.



Weapon Select

If you passed Chemistry 1, you'll find yourself holding your first weapon after class. Use the L2 or R2 buttons to scroll through available options in your arsenal. When the fist icon is selected, weapons are unequipped. To throw a selected projectile weapon (like the firecracker), select it and press R1. Don't hold a firecracker too long or it'll go off in your hand and cause you damage. To target enemies, press L1 and then throw. Also, do not throw at nearby targets, as this will also result in some concussive damage.

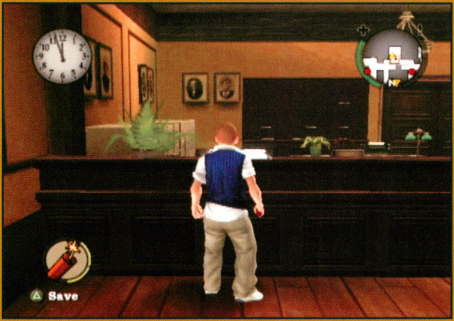


Use the chem set in your room to make fire crackers.

Fire Crackers are now available from your chem set

New Save Point

A new save book appears on the front desk in the principal's office upon completion of this mission. Use it.



What's Next?

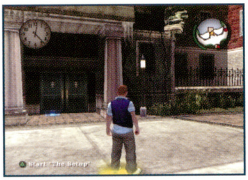
You can pretty much do anything you want now… wait around for a couple hours to take an afternoon class, search for items, do side activities or errands, or you could exit the main doors and find the next available task, "The Setup." It's located on the front steps of the school.

Start: The Setup

THE SETUP

MAIN SCHOOL BUILDING EXTERIOR

Enter the yellow marker by the front doors of the main school building. After a small walk-and-talk with Crabblesnitch, Davis—a large bully—exits the school and catches you talking to the principal. Erroneously inferring that you're a teacher's pet, Davis hits you with his slingshot and takes off running.


△ Start "The Setup"

Time Available: 8:00am to 7:00pm

Respect: Bully Respect -5

Unlocks Mission: "Slingshot"

Unlocks Weapon: Slingshot

DON'T LET DAVIS GET AWAY.

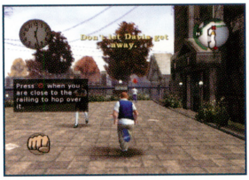
Sprinting

Pressing and holding ⊗ allows you to run. However, you can get more speed by sprinting. This is performed by continually and rapidly pressing ⊗. Jimmy will not tire and you do not need to build up stamina. You can sprint as long as your thumb holds up. Jump over fences, railings, and short walls by approaching them and pressing ◉. Sprint after Davis as he heads for the auto shop area. If you lose sight of him, glance up at the radar and locate his icon, the red X.

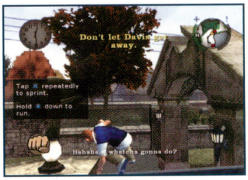
Ambush at the Auto-shop Gate

The auto shop gate closes. As a bully attacks, you are prompted to use a grab attack. Press △ to do this. You can wrestle the bully to the ground by quickly pressing ◉ and then pummel him or kick him. Alternatively, you could grab him and push him into the nearby trash bin. Pushing only works for so long before he breaks your grip, so multiple grabs and pushes are necessary to reach the trash. Once near the can, just keep pushing to stuff him inside. Defeated enemies sometimes drop weapons or sodas. You cannot pick up weapons if your inventory is already full, or sodas if your health is maxed-out.

Walk up to the auto shop gate, then stand in the yellow marker and open the gate by repeatedly pressing △.


Don't let Davis get away.

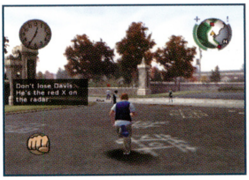
Press ◉ when you are close to the railing to hop over it.

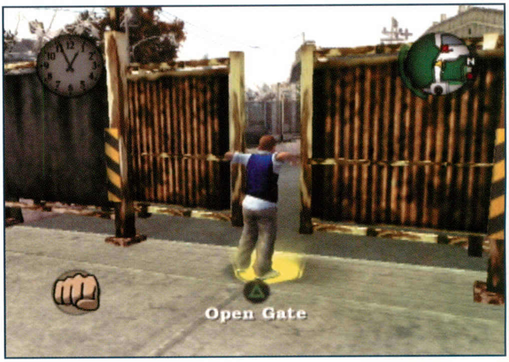

Don't let Davis get away.

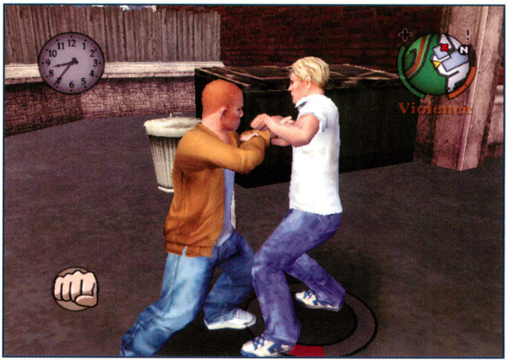
Tap ⊗ repeatedly to sprint.

Hold ⊗ down to run.

Hahaha... whatcha gonna do?

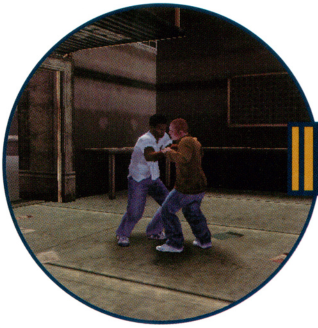

Don't lose Davis. He's the red X on the radar.





Auto Shop Yard Scuffle

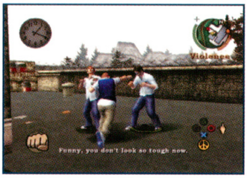
Once inside the yard, follow the sidewalk around to the area between two buildings where you find a yellow marker near a closed garage door. Another bully attacks, so take him out before attempting to open the door. As soon as you open the garage door, the exit closes and another bully from within attacks.

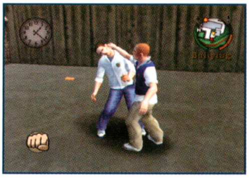


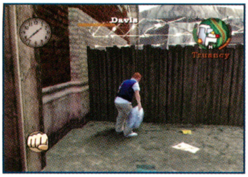
COUNTERING A GRAB

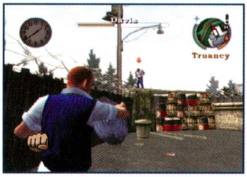
You're prompted to press △ to escape the clutches of enemies when grabbed. If you press it quickly enough, you can counter the grab attack and escape or take the opponent in your own grasp.

After defeating the garage bully, open the next door and handle the next pair that attack simultaneously. You can usually target and battle one opponent at a time without interference from the other, but that's not always the case. However, grab attacks are rarely interrupted by other opponents. One swinging punch can hit and damage two opponents at the same time. Use the bricks on the ground as projectile weapons to finish these guys off.



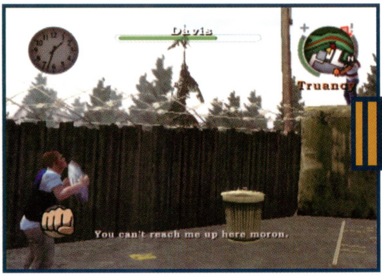






Battling Davis

A large bar, indicating Davis's health, appears at the top of the screen once his cronies have been dealt with. He's standing on top of the barrel shelter, armed with a slingshot. There are two weapons you can use in the area: bricks and garbage can lids. Stand over these items and press △ to pick them up. Press and hold L1 to target Davis, then press R1 to throw the item at him. Projectiles bounce off him and can be reused by locating them and picking them up again. Once you've drained his health, the structure on which he stands crumbles and falls, and he comes tumbling down with it.



You can't reach me up here moron.

GARBAGE CAN LIDS

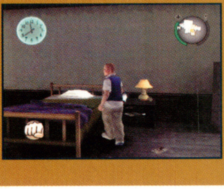
Wherever there's a garbage can, there's also a lid. Kick the can until the lid pops off, then grab the lid and use it as a melee weapon, projectile, or shield. Pressing L1 while holding the lid allows you to grasp it in front of you like a shield (as long as there is a target nearby). The lid protects you from projectile attacks. Immediately after deflecting an object, throw the lid at your target, then pick it up again and repeat this tactic until your adversary is knocked out.

Upon completion of this battle, the slingshot becomes yours! The next task, "Slingshot" covers the basics of this weapon.

TIME BETWEEN MISSIONS & BEDTIME

Your bed becomes available at 7:00pm. Follow the ZZZs on the radar to your nearest place of rest. At 8:00pm, the clock glows blue and 11:00pm is curfew. Many missions are not available after this time. If you're caught during curfew hours, you are sent to your room. To hit the hay, press △ while facing the bed when the pillow blinks. If you try to avoid sleep, you will eventually pass out around 2:00am in the morning. You awake refreshed at 8:00am as if you slept in the bed, but you run the risk of being robbed in your sleep. You'll know it's getting late when you begin to slump over and the world becomes increasingly blurry.

There are currently no tasks available.



SLINGSHOT

BOYS' DORM

This mission begins in the boys' dorm hallway. Gary and Petey are in the rec room, discussing a plot to take over the school. After an argument, Gary takes you outside to play with your new toy, the slingshot.

Time Available: 8:00am to 7:00pm

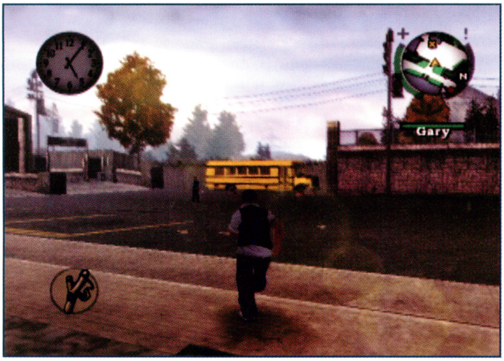
Respect: Nerd Respect +5

Unlocks Missions: "Save Algie" and "A Little Help"

△ Start "Slingshot"

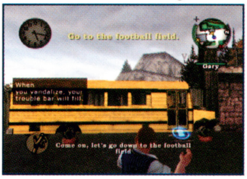
Go to the old school bus.

Follow the yellow X on the radar to the parking lot near the auto shop area. As you approach the old school bus, you are prompted by Gary to smash the windows with your slingshot.



Shoot out the bus windows with your slingshot.

Hold down L1 to lock onto each window on the bus as your target. With L1 held down, you can scroll through targets with the right analog stick. Press R1 to fire. Shoot them out, one by one. You can also use aiming mode, but you'll learn more about that during the next objective. After smashing a few windows, Gary asks you to follow him to the football field. Wait until your trouble meter drains before leaving the parking lot to avoid trouble when passing prefects.



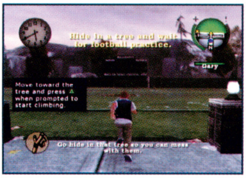
Go to the football field.

When you vandalize, your trouble bar will fill.

Come on, let's go down to the football field

Go to the football field.

Follow the yellow X on the radar past the gymnasium to the football field. When you get there, a new objective is given.



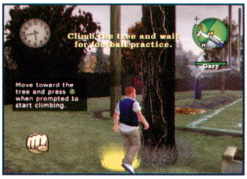
Hide in a tree and wait for football practice.

Move toward the tree and press ▲ when prompted to start climbing.

Go hide in that tree so you can mess with them.

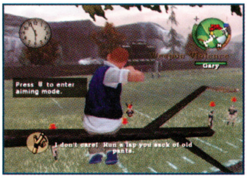
Hide in a tree and wait for football practice.

Pivot to your left and follow the yellow X to the first tree just beyond the player benches. Stand in the yellow marker and press ▲ to grab the trunk. Tilt up on the left control stick to climb up to the first limb. When Jimmy reaches out for it, shimmy across with the left analog stick. Use ▲ to sit on the branch, ■ to turn around on the branch, or use ● if you want to jump down. Equip your slingshot by pressing L2, or scroll through your weapon wheel (L2 or R2).



Climb the tree and wait for football practice.

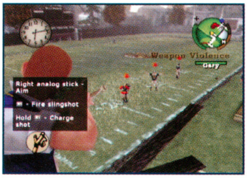
Move toward the tree and press ▲ when prompted to start climbing.



Press ■ to enter aiming mode.

I don't care! Run a lap you sack of old pants.

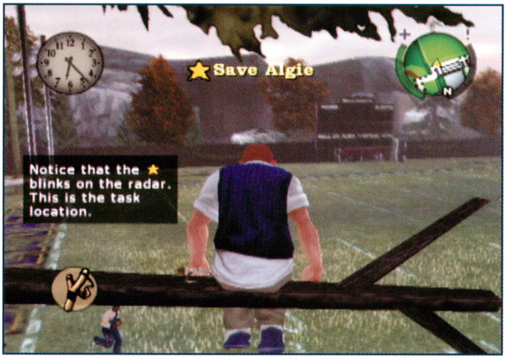
You can either shoot auto-targeted shots or press up on the D-pad for more precise aiming and stronger shots. When in over-the-shoulder mode, you can aim for each player's head. For a stronger attack, use a charged shot (hold R1 until the controller vibrates; a red ring displays how much charge you're building while you do this). You can also use a charged shot in normal mode, but you cannot specify which body parts to tag. Pinging someone in the head with a charged aim shot usually takes them out with just one hit. The mission is complete when you knock all the football players out. Each appears as a red blip on the radar. When the red arrow above their head disappears, you know they're down for the count.



Right analog stick - Aim

■ - Fire slingshot

Hold ■ - Charge shot



Notice that the ★ blinks on the radar. This is the task location.

A LITTLE HELP

Boys' Dorm Hallway

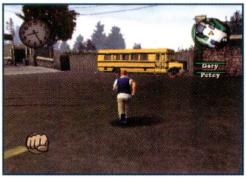
Petey and Gary are in the rec room arguing… again. Gary gets out of line when you enter. After apologizing, he comes up with an idea. He wants to torment the homeless guy that lives behind the old bus.

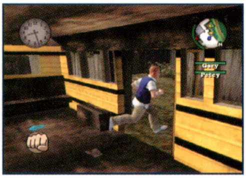
Time Available: 8:00am to 11:00pm

Unlocks Missions: "Hobo Training Missions"
and completion of "A Little Help" and "Save Algie"
unlocks "That Bitch" and "Defend Bucky"

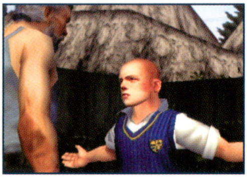
Find the hobo.

Petey and Gary hang with you as you work your way through the first objective. Their health meters appear below your radar. If either of them is defeated, the mission is failed. You really shouldn't encounter any trouble unless you provoke it. Follow the yellow X on the radar to the yard behind the old school bus. When you enter the school bus, make sure to grab the Rubber Band in the back before exiting the door on the other side.

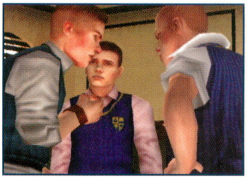




Gary's not only rude to kids his age; he also doesn't hesitate to pick on strange old, drunk grown-ups. The hobo gets a little nutty and scares Petey and Gary off, but Jimmy holds his ground and earns the hobos respect. He says he'll teach some new fighting moves if you bring him radio parts.

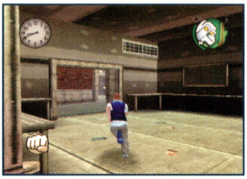


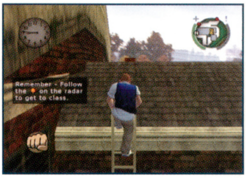
Start "A Little Help"



Find a transistor.

Follow the yellow X on the radar back through the bus and to the right through the auto shop yard, then proceed through the first garage. Just outside, you'll find a ladder in a corner to the left. Climb it to the rooftop and claim the **transistor** up there.

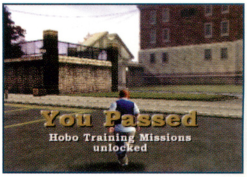




Take the transistor to the hobo.

The hobo teaches you the uppercut. To do this, press and hold ■ while standing close to your opponent. The uppercut is released automatically with the correct amount of charge (this takes slightly longer than one second). It's a powerful attack, but you must use it wisely because it leaves you vulnerable while charging.

Each time you find one of the six hidden transistors, a hobo training mission is unlocked. Return to the bum at your leisure to learn new combos.



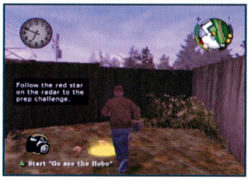
Each time you find one of the six hidden Transistors, a hobo training mission is unlocked. Return to the hobo at your leisure to learn a new combo after collecting a new Radio Part. The first training mission, "A Little Help," is a main story mission in Chapter 1.

GO SEE THE HOBO

TRAINING MISSION 2

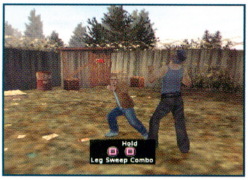
Move Unlocked: Leg Sweep

If you weren't already on a specific hunt for Radio Transistors, you most likely found the second part while in the basement of the school during the "Help Gary" mission. In this quick training session, you learn the leg sweep. It is performed by pressing ■, followed by pressing and holding ■. This results in a punch and a charged leg sweep that usually knocks your opponent down to their knees or on their rear, leaving them vulnerable to a mount attack or a brutal kicking. Perform this move successfully three times with the hobo and you'll be able to use it on anyone after that.

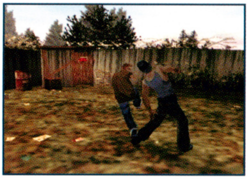


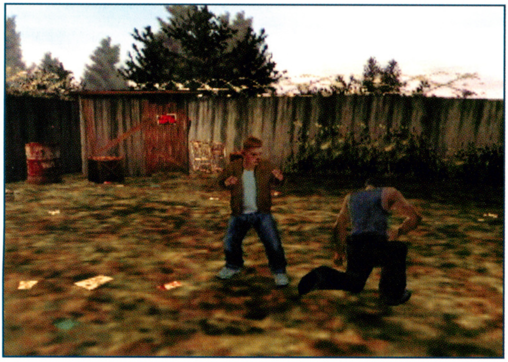
Follow the red star on the radar to the prep challenge.

Start "Go see the Hobo"



Hold ■ ■ Leg Sweep Combo

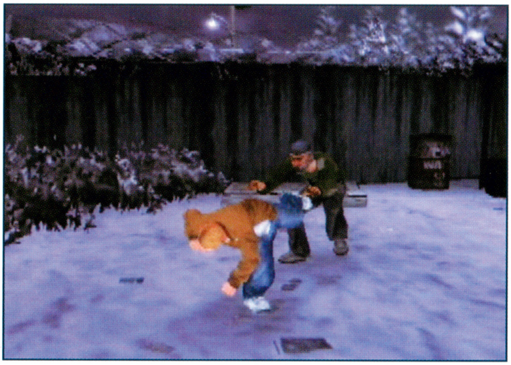




TRAINING MISSION 3

Move Unlocked: Heavy Kick

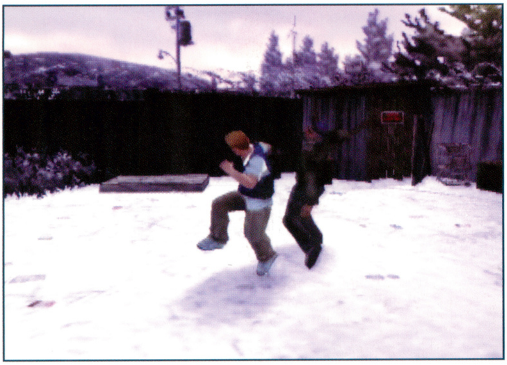
The third move you learn from the hobo is the Heavy Kick Combo. It is performed by pressing ■, ■, hold ■. Hold the final ■ until Jimmy unleashes a strong mid-kick maneuver. This attack usually knocks your opponent to the ground.



TRAINING MISSION 4

Move Unlocked: 5-Hit Combo

The hobo asks you to pull off the five-hit combo (■, ■, ■, ■, ■).



TRAINING MISSION 5

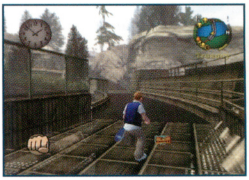
Move Unlocked: Roundhouse Kick

Perform the Roundhouse Kick successfully three times for the hobo (■, ■, ■, hold ■) to walk away with another move in your repetoire.

Start "Go see the Hobo"

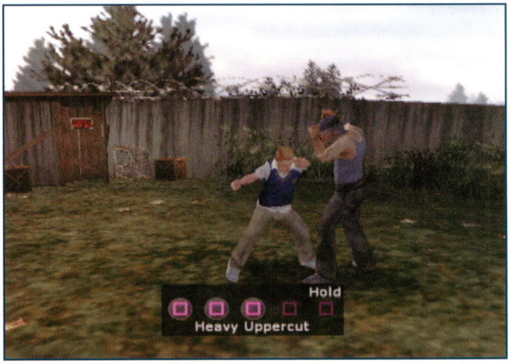
TRAINING MISSION 6

Move Unlocked: Overhead Punch



Chances are, the last Radio Part you'll find is the one on the far north section of the map, on the bridge by the dam between Old Bullworth Vale and Bullworth Town. This is the only Radio Transistor that is not located near a mission route.

Get this part and the hobo teaches you the Overhead Punch: ■, ■, ■, ■, hold ■. The last button press is a charged overhead punch, which violently knocks opponents to the ground. The hobo assembles his radio with all the parts you found and calls the aliens to beam him up! Classic.



SAVE ALGIE

LIBRARY

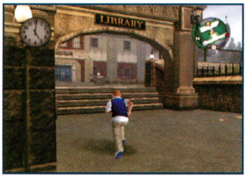
This mission is at the main doors of the library. The earlier you begin this task, the better—you don't want to end up trespassing inside the school after school hours (7:00pm) because this makes things more difficult. Upon entering the library, you meet Algernon, better known as Algie. He's complaining about the library books in his locker that need to be returned. He's afraid of the bullies and wants you to escort him. He offers money before you agree.

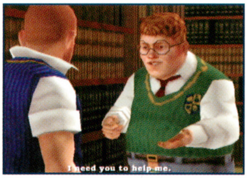
Time Available: 8:00am to 7:00pm

Respect: Bully Respect -10, Nerd Respect +5

Monetary Reward: $5.00

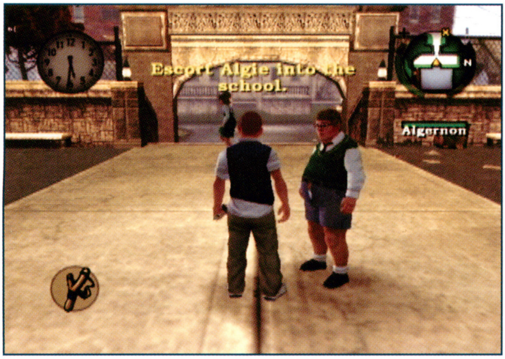
Unlocks Missions: Completion of "A Little Help" and "Save Algie" unlocks "That Bitch" and "Defend Bucky."

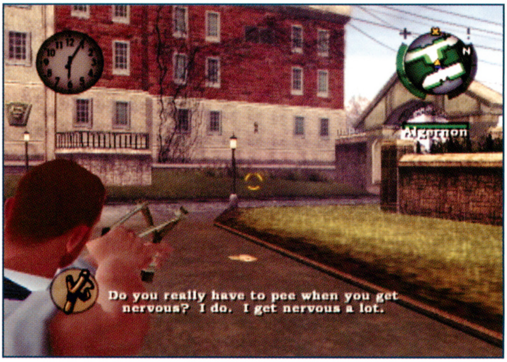



I need you to help me.

ESCORT ALGIE INTO THE SCHOOL.

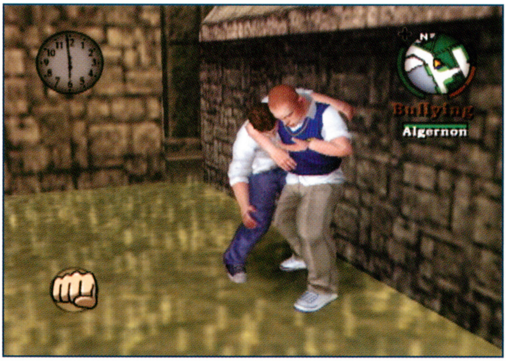
Algie has a health meter. If he is beat up, the mission is failed. Your first encounter with trouble occurs as soon as you walk through the arch of the library walkway. From the right, a bully sprints in your direction. Have your Slingshot pre-selected and enter aim mode before he appears, then have a charged shot ready for his noggin as he comes into view.


Escort Algie into the school.



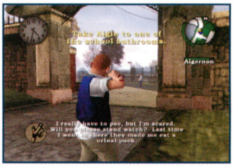
Do you really have to pee when you get nervous? I do. I get nervous a lot.

If you don't deal with this bully, he'll run and tattle on his friends near the front of the school; where you're headed next. So, knock him out any way you can. Fight him. Use your combos. Just don't let him escape.



TAKE ALGIE TO ONE OF THE SCHOOL BATHROOMS.

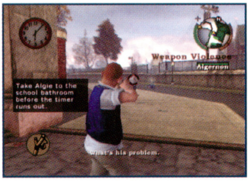
About this time, Algie announces he has to pee and a new objective is given. This is a timed challenge. You must get Algie to a bathroom that he'll use before the red meter around the clock completely drains. This is equal to an hour and a half of game time. You need to get to a particular bathroom inside the school. The key is to know which bathroom is best before wasting your time on the others, and the answer is plain to see on the radar.


Take Algie to one of the school bathrooms.

I really have to pee, but I'm scared. Will you please stand watch? Last time I went in there they made me eat a urinal puck.

Peg two more bullies.

Two bullies stand between you and the front doors of the school (taking a right at the intersection from the library). Use distant charged slingshot attacks in aim mode and target the bullies' heads. Knock 'em down to avoid a physical confrontation. There usually aren't any prefects in the area, but keep an eye out for them (red blips on the radar) while your trouble meter is high.

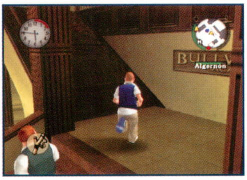


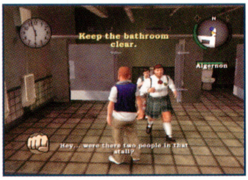
Take Algie to the school bathroom before the timer runs out.

What's his problem.

Enter the school.

Head through the main north doors of the school. Algie follows, no matter how far away he is when you enter. Inside, you have a choice of a few restrooms on different floors. Notice the triangular yellow blip on the radar. This indicates a restroom on the second floor. Algie will not use the restrooms on the lower floors for different reasons, so climb the stairs and head to the left. Find the boys' restroom in the northeast corner of the second floor. Eunice and another boy quickly run out of the stall next to the one Algie uses. They alert two nearby bullies in the hallway.



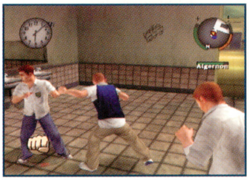


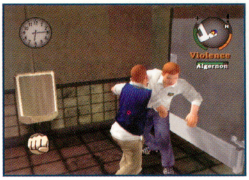
Keep the bathroom clear.

Hey... were there two people in that stall?

KEEP THE RESTROOM CLEAR.

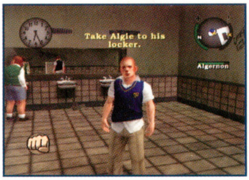
The two bullies run into the restroom while Algie goes… and goes. You may only care about basic survival at this time, but if you're confident and want to really give it to the boys, grab each one, drag him to the open stall, and give 'em swirlies in the toilet! Just push them to the toilet. Once there, you are prompted to press ⊗ repeatedly. This is a good way to beat them quickly.





TAKE ALGIE TO HIS LOCKER.

The trouble meter has plenty of time to drain while Algie washes his hands before leaving the bathroom. Simply follow the yellow X on the radar to Algie's locker. He retrieves his books and pays you what is owed.



Take Algie to his locker.

⚜ ERRANDS AVAILABLE

Returning to the boys' dorm after "Save Algie" triggers the Errand tutorial. See our Bullworth Errands bonus fold-out for details.

THAT BITCH

GIRLS' DORM INTERIOR HALLWAY

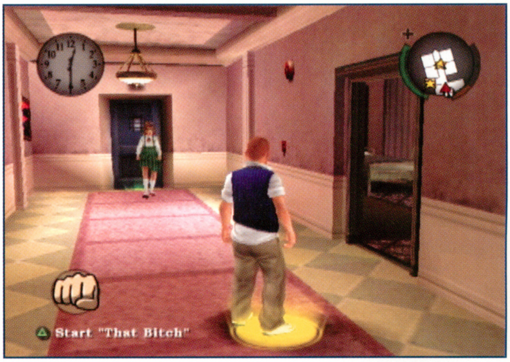
The girls' dorm, if you don't already know, is directly across (west) from the boys' dorm. You enter the girls' dorm through the main doors and immediately receive trouble points for trespassing. You'll find the yellow task marker in the left hallway as you enter the dorm.

Time Available: 8:00am to 7:00pm

Unlocks: Beatrice as a girlfriend

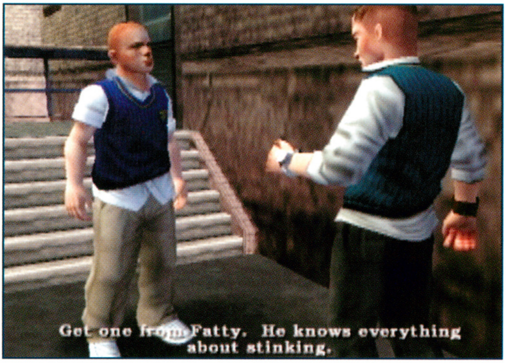
Unlocks Mission: complete this mission and "Defend Bucky" to unlock "The Candidate"

Unlocks Alternate Task: "The Diary"



Beatrice and Mandy are arguing in a dorm room. Mandy, the jock girl, stole Beatrice's lab notes. Without them, she'll never get into med school and rid the world of a cancer. Beatrice first tries to offer you a kiss payment, but you don't bite on that. She then tries blackmail. That always does the trick.

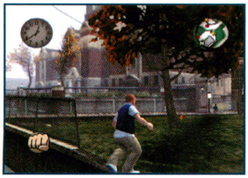
You run into Gary outside and tell him that you need to get into Mandy's locker. He says to try stink bombs and to see Fatty to get your hands on some.

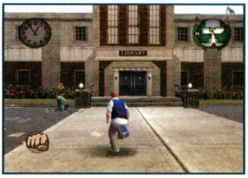


Get one from Fatty. He knows everything about stinking.

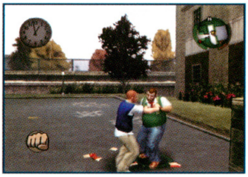
GET SOME STINK BOMBS FROM FATTY.

Follow the yellow X on the radar to find Fatty at the library. For a shortcut, jump up onto the ledge behind the kissing nerds just outside the girls' dorm. Pass through the large grassy planter and jump down through the opening in the next fence near the main school building. Turn left and sprint to the library.



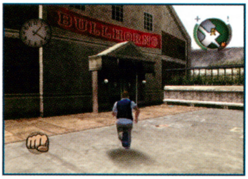


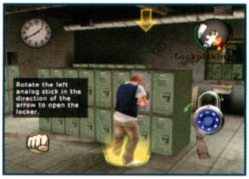
Fatty is near the library stoop. He's the nerd wearing a green vest with a yellow arrow overhead. His G&G exploits lay on the ground all around him. Target and harass him L1 + ○ to get the stink bombs. You can also grab Fatty and beat the stink bombs out of him or take the high road and pay him.



BREAK INTO MANDY'S GYM LOCKER AND GET THE LAB NOTES.

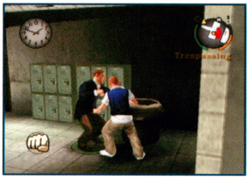
Follow the yellow X to the gym entrance. Collect another Rubber Band to the right of the gym entrance, then enter the gym and follow the triangular blip on the map down the stairs in the left bleachers to the locker rooms. The girls' locker room is on the right; the boys' is on the left. Entering the girls' locker room is trespassing, so you must move quickly before a prefect enters.

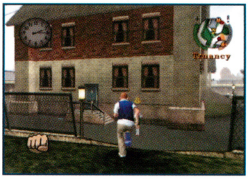




Rotate the left analog stick in the direction of the arrow to open the locker.

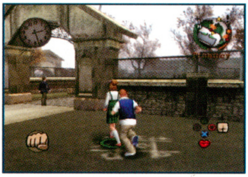
Proceed to the yellow marker in front of the first row of lockers and begin picking the padlock. Follow the arrow directions on the lock icon below the radar. Once open, Jimmy takes the lab notes and places a stink bomb inside. As you trespass, lockpick, break and enter (possibly all while you're truant), your trouble meter rises quickly. Look out for a nearby prefect after taking the notes. If you're grabbed by one, press △ quickly to escape and avoid being busted or you'll fail the mission.





RETURN THE LAB NOTES TO BEATRICE.

Sprint out of the gym, then run back to the girls' dorm. Follow the yellow X to Beatrice, using the large planter shortcut again. You return the lab notes and she gives you a big kiss. She is now your girlfriend, so she will always accept a gift and a kiss from you. When you target her to greet her, lips appears on the ✕. Kiss her for bonus health, above and beyond the 100% meter. Before you leave the area, find a Rubber Band behind the nearby stoop.



THE DIARY (ALTERNATE TASK)

FRONT STOOP OF GIRLS' DORM

This job is only available at night and is picked up by stepping into the yellow marker at the front stoop of the girls' dorm. Beatrice needs your help retrieving her diary from Mr. Hattrick's desk. He said he was going to turn it over to the principal. Beatrice ropes you into this task by explaining that you're included in her diary entries.

Unlocking Method: Unlocked upon completion of "That Bitch"

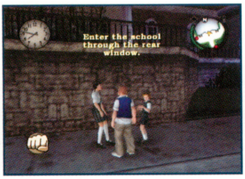
Time Available: 7:00pm to 11:00pm

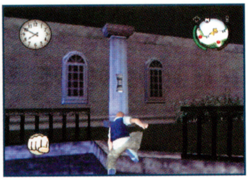
Monetary Reward: $20.00

Other Rewards: Health Bonus kiss from Beatrice

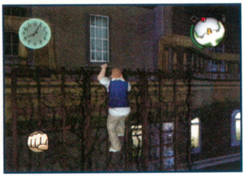
ENTER THE SCHOOL THROUGH THE REAR WINDOW.

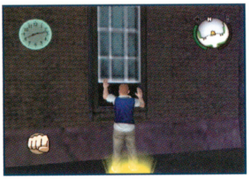
Follow the yellow X on the radar to the main school. It leads you to a high balcony with no obvious accessibility. Facing the balcony, find the missing railing on either side of the outcropping.





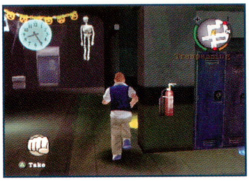
Face the wall and press ● to clamber up onto the balcony through the rail opening. Now approach the center area of the balcony and climb the outside of the lattice up to the next tier. You can find a G&G card here. Approach the window with the yellow marker. Press the use button to open the window and enter the school.

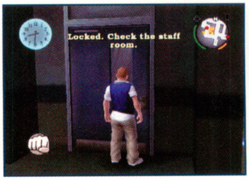




CHECK THE MATH ROOM.

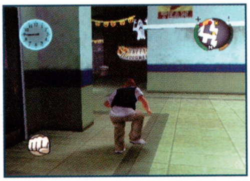
You enter the school on the second floor, naturally. You are now trespassing on school property, so be very alert to your surroundings. Watch the radar for prefects and move through the hallways in such a way as to avoid any that might be patrolling nearby. Follow the yellow X on the radar to the math room, also on the second floor—on the west side. When you get there, press ▲ while standing in the yellow marker outside the math room door. It's locked.

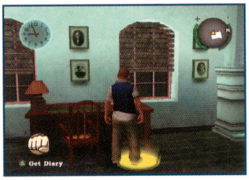




LOCKED. CHECK THE STAFF ROOM.

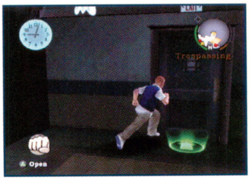
Follow the new yellow triangle on the radar to the staff room on the first floor. Stay on the lookout for prefects and remain out of their line of sight. The staff room is in the southwest section of the first floor. Open the door and move to the desk in the back-left corner. Press ▲ while standing in the yellow marker to retrieve the diary from the desk. You can read Beatrice's entry. Exit the diary and head out of the staff room.





RETURN THE DIARY TO BEATRICE.

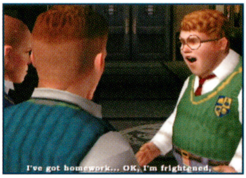
Turn right as soon as you exit the staff room to find the nearest exit from the school. Skateboard back to Beatrice, who is waiting by the stoop at the girls' dorm where you picked up the mission (follow the yellow X). Beatrice gives you a kiss and $20.00.



DEFEND BUCKY

Boys' dorm Hallway

Gary's trying to toughen up Petey, who's watching swimming on TV in the rec room. You walk in, closely followed by Algie, who needs your help again. Bucky went to the auto shop to get parts for his science project and hasn't come back yet. Algie's worried that the bullies got him. Gary likes the idea of your help. He wants to take care of Russell and all the bullies, then all the other cliques. He wants nothing less than total school domination. But he wants you to do it for him.



I've got homework... OK, I'm frightened,

I see you guys are getting along as usual.

Time Available: 8:00am to 11:00pm

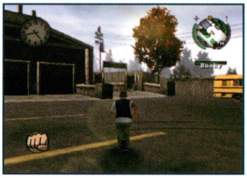
Respect: Nerd Respect +5, Bully Respect -10

Unlocks: Skateboard

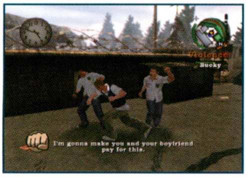
Unlocks Mission: Complete this mission and "That Bitch" to unlock "The Candidate"

Find Bucky and protect him from the bullies.

Follow the yellow X to the auto shop area. Don't lollygag; Bucky's already getting beat up as the mission begins. When you arrive, you'll find two bullies—one of them armed with a bat—working on poor Bucky. Immediately attack the bully with the bat. Bucky's health meter appears below the radar. If it's completely drained, the mission is failed.



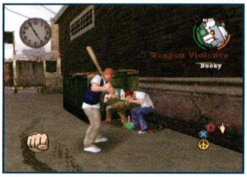
Once the bully drops the baseball bat, pick it up and use it against him. Run over to Bucky and get the second guy off him. You can use the bat, but be careful not to hit Bucky. It's best to just grab the bully and beat him down. Avoid fighting around the clearing to the next yard—there are a couple more bullies around this corner you must fight soon enough, and you don't want to have to fight all four at once.

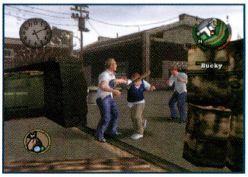


I'm gonna make you and your boyfriend pay for this.

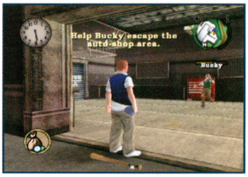
Help Bucky get into the garage.

Escort Bucky into the auto shop garage. Follow the yellow X south around the brick wall in this alleyway. Two more bullies await your arrival near the garage; one is armed with a baseball bat. This surly pair targets you and seems to leave Bucky alone as he cowers near the garage. Keep the fight away from Bucky and take out the guy with the bat first. Use your charged uppercuts the hobo taught you, and get in grab attacks whenever you can.





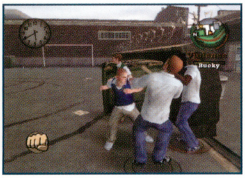
Open the garage door and Bucky runs in to get the part he needs from the toolbox. Now you must escort him out of the auto shop area.



Help Bucky escape the auto-shop area.

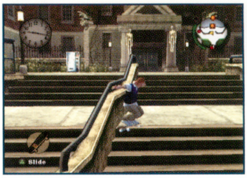
Help Bucky escape the auto shop area.

As you round the small brick wall on your way out of the shop area, you meet two more bullies and, once again, one has a bat. Repeat the tactics from last round, then head for the entry gate. It's closed now. Step into the yellow marker at the gate and the hobo comes to the rescue by prying the doors open. Bucky shows his appreciation by handing you a skateboard—awesome!



The Skateboard

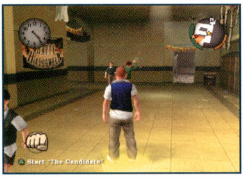
At this point of the game, the skateboard is a faster means of getting around. It's even swifter than sprinting. However, you cannot glide quickly over all surfaces, naturally, so sometimes it's still better to run. You can equip the board by scrolling through the weapon wheel or you can use a shortcut by pressing L2 + R2. This combo also puts the board away. Press and hold ⊗ to glide and tap ⊗ quickly to push fast continually—like sprinting. Press ◉ to ollie (hop) and ▣ to stop. You need to hop up over small sets of stairs, but you can ride down them with no problem. To do this, press, hold, and release an ollie just before you reach the first step. This charged ollie gives you more height. It's sometimes easier to put the board away just before the steps, then jump back on it when you're at the top.



THE CANDIDATE

First floor hallway, Main School Building

Earnest is running for class president. The bullies give him a wedgie and tear down his election poster. He wants you to be his security manager when he gives his campaign speech in the auditorium. He's anticipating trouble from the bullies.



Time Available: 8:00am to 6:30pm

Respect: Jock Respect -5, Nerd Respect +5

Monetary Reward: $10.00

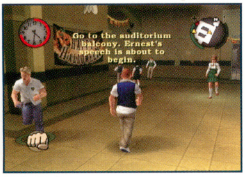
Unlocks: Super Slingshot

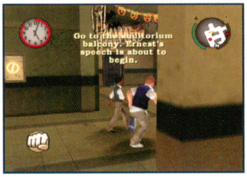
Unlocks Mission: "Halloween"

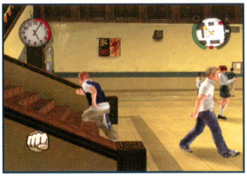
Reach the auditorium before Earnest starts his speech.

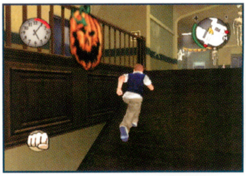
You have a very limited amount of time to reach the auditorium door on the second floor. Notice the red meter wrapped around the clock. This timer drains quickly. You have to know where you're going or you'll miss the beginning of Earnest's speech and fail the mission.

As soon as control returns to you, sprint south to the end of the hallway, then turn right down the next hall and you'll see the stairs in the entryway. Run up those stairs to the first landing, then turn right to take the next set of stairs to the second floor. At the top, immediately turn left to reach the auditorium door. Step into the yellow marker.


Go to the auditorium balcony. Ernest's speech is about to begin.

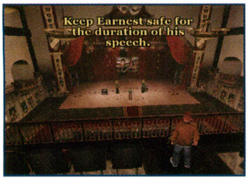

Go to the auditorium balcony. Ernest's speech is about to begin.

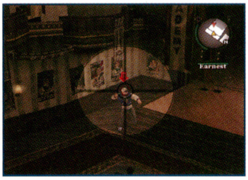




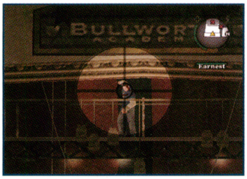
Keep Earnest safe for the duration of his speech.

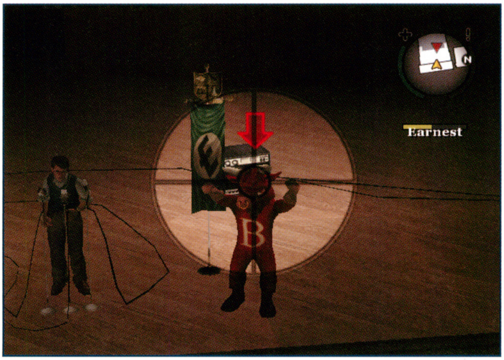
You are on the top balcony of the auditorium. Below, you see the audience and Earnest on stage giving his campaign speech. You are now holding the Super Slingshot. This weapon has a scope feature that is activated by pressing up on the D-pad. Up zooms in and Down zooms out. You must pop bullies that try to harass Earnest during his speech. Earnest has a health meter on screen. If it empties, Earnest is humiliated and the mission is failed.





The key is to knock the bullies out before they even have a chance to harass Earnest. Bullies begin appearing from the side isles and run up toward the corners of the stage. Next, they appear on stage, and finally in the side box seats and on the back scaffold above the stage. Knowing where they are coming from and when are important in this mission. Also, use charged head shots on all the enemies. The only enemy that should take multiple hits to knock out is the bull mascot that appears on stage. Besides using our list as a cheat, watch the radar; the bullies appear as red blips.

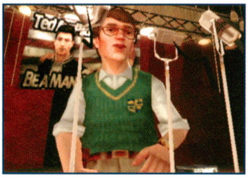


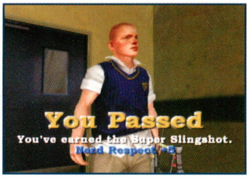


Here is the order in which the bullies appear:

Auditorium Bully Location Cheat List

Bully Appearance
Left Side Aisle
Left Side Stage
Left Side Second Box Seat
Left Side Aisle
Left Side Second Box Seat
Above Center Stage Scaffold
Right Side Stage
Right Side Second Box Seat
Left Side Aisle
Right Side Aisle
Right Side First Box Seat
Above Center Stage Scaffold
Right Side First Box Seat
Left Side Stage
Right Side Stage (Mascot takes two shots)
Right Side Stage
Above Center Stage Scaffold
Left Side Second Box Seat
Left Side Aisle
Left Side First Box Seat
Left Side Stage
Above Center Stage Scaffold
Right Side Stage
Right Side Aisle
Right Side First Box Seat
Above Center Stage Scaffold





HALLOWEEN

Your Dorm Room

About this time you begin to see the dorm decorated with Halloween decorations. When you enter your dorm after completing "The Candidate," the entire place is dressed up for the holiday, as well as the students. Gary is laying on your bed, wearing a military costume. He says he left you an outfit in your wardrobe. Enter the yellow marker at your wardrobe and put on the skeleton costume. In the cinematic, Gary says the prefects are at some party and the teachers are entertaining the kids. Gary also has an idea to keep their curious minds busy.

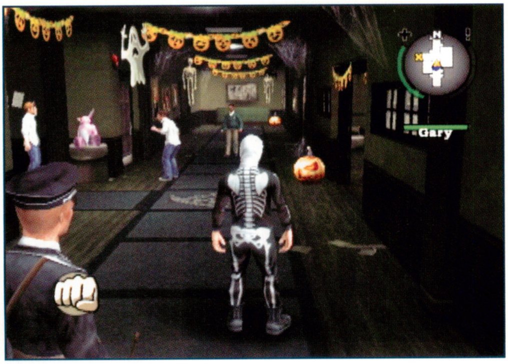
Unlocks: Skeleton Costume

Unlocks Side Missions: "Character Sheets" and "The Big Prank"

Unlocks Mission: "Help Gary"

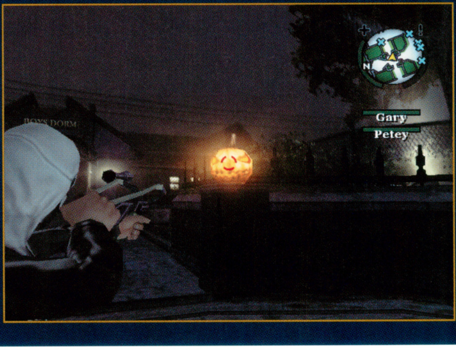
Find some pranks to play.

You begin this mission out in the dorm hallway. Gary is in your party. He wants Petey to tag along, so head forward to find the little guy stuffed in the bin near the entry hallway. He joins your party. He's a big, pink bunny. How appropriate.



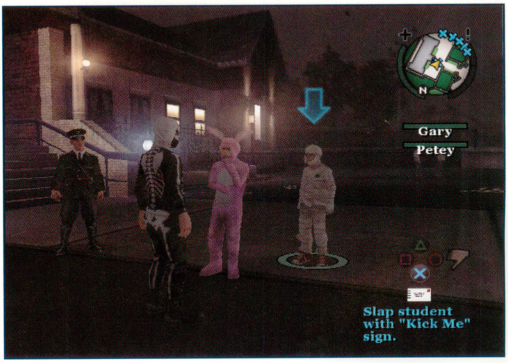
Pumpkins & Tombstones

Pumpkins & Tombstones appear around the school during Halloween. Many pumpkins can be found immediately in the boys' dorm at the beginning of this mission. You can smash these and the tombstones. Actually, you are encouraged to do so. Smash them all to unlock something special. If you don't smash all the pumpkins and tombstones before Halloween ends (upon completing this mission), the remaining pumpkins are moved to the basement of the school and the tombstones are stashed in the warehouse. If you want to complete this challenge before the items are moved, you must do so before completing "Halloween."



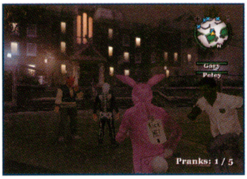
Play pranks on students.

Head outside and you'll find the entire school decorated in the Halloween spirit and costumed students roaming the sidewalks. A Prank meter appears at the bottom-right corner of the screen, indicating that you've completed zero of five pranks. Complete five different pranks to accomplish the task. Students that send you on prank errands are indicated on the map as blue Xs. There are six students requesting pranks to be performed. One of them stands just outside the boys' dorm. Target him and accept his prank by pressing ⊗.



SLAP STUDENT WITH "KICK ME" SIGN.

Once you've accepted this challenge, you hold a "Kick Me" sign in your hand. Simply sneak up behind any student (costumed or not), then press and hold L1 while facing a student's back at close range and hit ■. Follow the blue Xs on the map to another prank challenge.


KICK ME
Gary
Petey
Pranks: 1 / 5

THROW ITCHING POWDER AT THREE STUDENTS.

Talk to the kid dressed like a vampire to get some itching powder, then target and throw the stuff at three students. It's that easy. Remember that these itchy victims will retaliate and you probably won't be able to apologize enough to get them off you.

EGG THREE STUDENTS

The next closest prank student stands near the main building. He's wearing a devil mask. This guy hands you a carton of eggs and wants you to hit three students with them. Looking at the ammo in the bottom-left corner, you'll see you have just six eggs in the carton. That means you can miss only three times to succeed. If you run out of eggs, see our Items map in the "Bullworth Maps" section of this guide or return to the guy in the devil mask for a fresh supply. The nearest egg carton to the devil student is on the large planter shortcut (near the tree with the fallen apples). Target-select the students and don't attempt long-range shots. Throw the eggs by pressing R1.

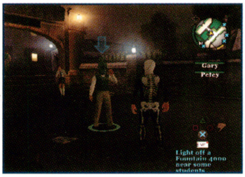
Carton of Eggs

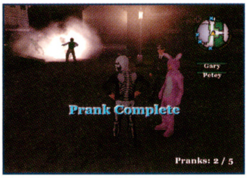
EASY TARGETS

You don't have to go far to egg your first two victims. Pete and Gary count as student targets!

LIGHT VOLCANO 4000 NEAR SOME STUDENTS.

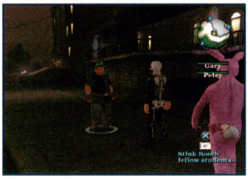
Talk to the green-headed alien to begin this prank. He hands you a model volcano, complete with fireworks. Head over to a group of kids standing around—like the nerds in the library lot—and press R1 to drop the volcano at their feet. Run away, but don't forget to look back and watch the thing go off in their faces!

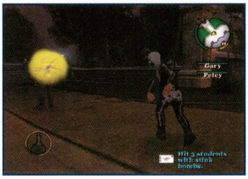

Gary
Petey
Light off a Fountain 4000 near some students


Gary
Petey
Prank Complete
Pranks: 2 / 5

HIT THREE STUDENTS WITH STINK BOMBS.

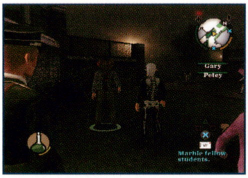
A student dressed in a G&G costume is running around the main school building. He wants you to hit three students with stink bombs. This is a very simple task, especially in a crowd. Find a student and make sure Petey and Gary have caught up before you toss your smelly explosive. Once you have a few students at close range, throw the bomb and—boom! Challenge complete with just one stink bomb.

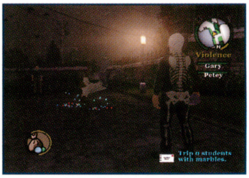

Gary
Petey
Stink Bomb fellow students.


Gary
Petey
Hit 3 students with stink bombs.

TRIP ONE STUDENT WITH MARBLES.

The pumpkin head asks you to trip one student with the bag of marbles he hands you. Run to the nearest student, target him at medium range, then throw the bag of marbles. The victim trips as soon as he moves. Mission complete.


Gary
Petey
Marble fellow students.


Violence
Gary
Petey
Trip 0 students with marbles.

BIG PRANK

After completing "Halloween," the "Big Prank" and "Character Sheets" alternate tasks become available. Note that if you go to sleep on Halloween night without playing "Big Prank," you forfeit the opportunity to play this mission! Fortunately, it does not count toward 100% completion of the game… just in case you do miss it.

THE BIG PRANK (Alternate Task)

Unlocking Method: Unlocked upon completion of "Halloween"

Time Available: 8:00pm to 1:00am

Reward: Red Ninja Costume

Walkway Steps at the Harrington House

Gary suggests feeding Chad's dog some rancid meat. When he gets to the dirty part of the job, Petey takes off. He's got a weak stomach.

> **Big Prank**
>
> After completing "Halloween, "The Big Prank," and "Character Sheets" alternate tasks become available. Note that you will miss the opportunity to try this mission if you go to sleep on Halloween night without playing "The Big Prank." On a positive note, "The Big Prank" does not count toward 100% completion of the game... just in case you miss it. You can also obtain the Red Ninja costume by lock picking after "The Big Prank" even if you don't complete this mission.

Help Gary with the dog.

Gary chases Chester (the dog) into the lawn beside the Harrington House. Chad attacks Gary.

Protect Gary from Chad.

Keep Gary alive or you fail the mission. Pull Chad off of Gary, then continue to use grab and tackling attacks to keep him away. Once you knock Chad out, Gary feeds Chester the rancid meat. The dog dumps, then Gary bags it and hands it to you.

Head for the teachers' lounge.

Follow the X on the radar to the interior of the school. If you enter through the left backdoor (the back of the school is closer to the Harrington House than the front), you'll find the teachers' lounge on the left as you walk inside.

Drop the bag in the marked location.

Drop the bag in the yellow marker outside the teachers' lounge. Pull the fire alarm (nearby and marked with a yellow arrow) before the timer expires. Mr. Burton exits the lounge and stomps on the burning bag of poo. This unlocks the awesome Red Ninja costume!

PUMPKINS & TOMBSTONES

Pumpkins and Tombstones appear around the world during Halloween. What do most adolescents do with pumpkins on Halloween? That's right, they smash them. Pumpkins and Tombstones are only found on campus, as the gates of Bullworth Academy remain closed until Chapter 2, and they only appear during the "Halloween" mission. Smash them all to unlock a couple of neat items: the Edna mask and the Pumpkin Head mask.

If you want to complete this challenge before the items are moved, you must do so before completing "Halloween."

PUMPKIN LOCATIONS

These only appear on Halloween night. Afterward, the remaining Pumpkins you did not smash appear in the school basement, which is accessible in Chapter 1: "Help Gary." This occurs just after Halloween, so if you're looking for a challenge, here are the locations:

Number	Area	Location
1	School	On top of a pillar, along walkway to the girls' dorm.
2	School	On top of a pillar, along walkway to the boys' dorm.
3	School	In front of the main school building.
4	School	In front of library building.
5	School	Beside the Bull Mascot fountain.
6	School	In front of the Harrington House.
7	School	In the little mowing yard, beside the Harrington House.
8	School	In the little mowing yard, beside the Harrington House.
9	School	In the little mowing yard, beside the Harrington House.
10	School	Next to parametric gate on the way to the auto shop from the mascot fountain.
11	School	Path leading to football field from gym.
12	School	Path leading to football field from gym.
13	School	Front porch of the boys' dorm.
14	School	Front porch of the girls' dorm.
15	School	School interior; bottom of the main staircase in front hall.
16	School	School interior; in the cafeteria, behind the food vats.
17	School	School interior; on the main staircase, in front hall.
18	School	School interior; next to a pillar, near the main staircase in front hall.
19	School	School interior; outside the staffroom.

Number	Area	Location
20	School	School interior; on the second floor, up the hall from the art room.
21	School	School interior; in the cafeteria, behind the food vats.
22	School	School interior; in the cafeteria, along the right wall.
23	School	School interior; just inside the door to the cafeteria on the right.
24	School	Boys' Dorm; just inside the front door.
25	School	Boys' Dorm; up the hall, past Jimmy's room.
26	School	Boys' Dorm; just outside the lounge.
27	School	Boys' Dorm; at the end of the hall, opposite Jimmy's room.

TOMBSTONE LOCATIONS

These only appear on Halloween night. Afterward, the remaining Tombstones you did not smash appear in the Spencer Shipping Industries warehouse in Blue Skies Industrial Park. Blue Skies is not accessible until Chapter 5, so if you want get to it done on Halloween night, here are the locations:

Number	Area	Location
1	School	On the lawn in front of the boys' dorm.
2	School	On the lawn in front of the boys' dorm.
3	School	On the path leading to boys' dorm.
4	School	On the path leading to boys' dorm.
5	School	On the path leading to girls' dorm.
6	School	On the path leading to girls' dorm.
7	School	On the lawn in front of girls' dorm.
8	School	On the lawn in front of girls' dorm.
9	School	On the lawn in front of girls' dorm.
10	School	On the lawn to the side of the main building that the library faces.
11	School	On the lawn to side of the main building that the library faces.
12	School	In the little yard beside Harrington House.
13	School	In the little yard beside Harrington House.
14	School	On the lawn, across from the back of the main school building.
15	School	On the lawn, across from the back of the main school building.
16	School	On the lawn, across from the back of the main school building.
17	School	On the lawn at the side of the main building, near the parking lot.
18	School	On the lawn at the side of the main building, near the parking lot.
19	School	On the lawn in front of the boys' dorm.

Later
oh you are
my her
Much late

CHARACTER SHEETS (ALTERNATE TASK)

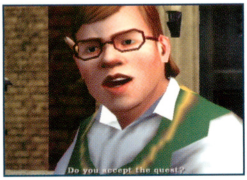
LIBRARY EXTERIOR

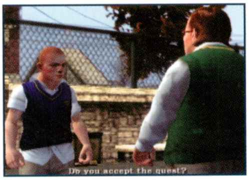
Step into the task marker near the walkway arch by the library between 8:00am to 9:00pm to find Melvin. He says some ruffians took his Grottos & Gremlins character sheets and he wants your help getting them back. The offer of money and wenches is thrown your way.

Unlocking Method: Unlocked upon completion of "Halloween"

Time Available: 8:00am to 9:00pm

Monetary Reward: $10.00

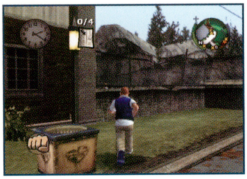


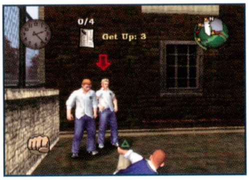


RECOVER MELVIN'S LOST CHARACTER SHEETS.

Library Character Sheet

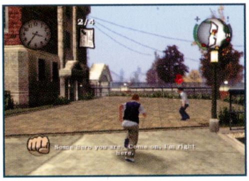
There are four character sheets to find around the school. Each one is in a bully's possession. These guys appear as yellow Xs on the radar. The closest one is to your left on the library grounds when you first start the mission. Head to the left toward the end of the south lot, then hop over the broken wall to the side of the library. You'll meet two bullies who want to play a game that involves them kicking you in the groin. As soon as this happens, press △ quickly and continually until Jimmy gets back on his feet. The bully drops the card, which is now indicated by a large yellow arrow. Pick it up and head to the next closest X on the radar.

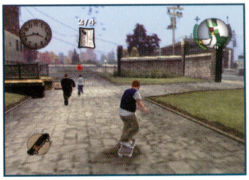




Grassy Area Sheet

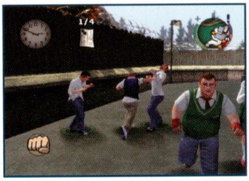
The next closest character sheet thief is found in the grassy area to the right, just past the library walkway arch. The bully who holds this sheet runs as you approach him. He's hard to bring down with the slingshot, even a charged shot to the head. Equip the skateboard and chase him. He runs up the main building's stairs and deploys marbles to throw you off. He then hops the rails and continues running before hiding in the bushes near the parking lot. If you continue to let him run, he hides behind the backdoor stoop of the main school building. Try nailing him with the slingshot from a distance at each one of his stops. Avoid fighting around prefects; he's just begging for you to get busted for weapon violence. If you can catch him, beat him up and take the sheet.

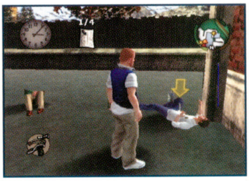




Auto Shop Sheet

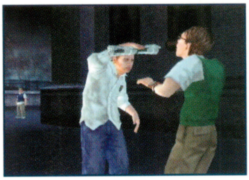
There are a couple of bullies in the auto shop area with a sheet. Look at the radar to spot the one who holds it (yellow X). Beat him up first and take the sheet. Use a skateboard to get away, or beat up the second bully and don't worry about escaping at all. A nerd sometimes helps you in this battle.

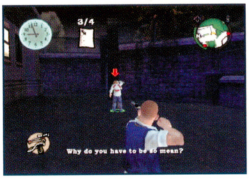




Boys' dorm

Another character sheet is in the clutches of a bully hanging around the boys' dorm. He's busy picking on a nerd. His back is to you, so use a charged slingshot attack to take him out from a distance without a fight. Return all the character sheets to Melvin back at the library for your reward.





You Passed
Reward: $10.00

HELP GARY

Time Available: 8:00am to 11:00pm

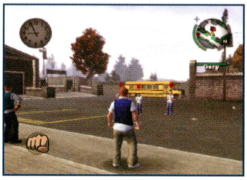
Unlocks Mission: "Russell in the Hole"

Boys' dorm Hallway

Gary's off his meds, and he's more anxious and excitable than ever. He said he found something incredible and explains how the two of you are going to take over the school. He promises that after this, "things are never going to be the same again." He's got that right.

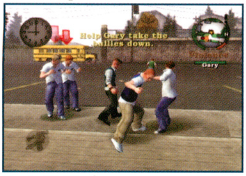
Follow Gary

Gary's in your party and he has a health meter. Don't let him get knocked out or you'll fail the mission. Follow Gary to the parking lot near the old bus and the auto shop. There are three bullies there with red arrows overhead. Did he lead you into a trap? It must be Gary's way of keeping you on your toes.



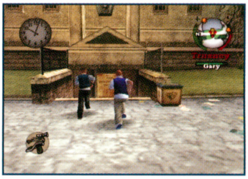
Help Gary take the bullies down.

You must be careful to prevent Gary from taking damage. Lure the bullies closer to the auto shop during the battle to avoid involving any prefects patrolling nearby (around the main building). You can use the super slingshot while running and can even charge a shot while you're on the move, but you cannot move quickly if you use aim mode. Running slingshot attacks are good for quick cheap shots while putting distance between yourself and the group. Break the mob up and concentrate on one bully at a time. Use grab attacks and whatever special combos you've learned. Not surprisingly, Gary won't be of much help.


Help Gary take the bullies down.

Meet Gary by the basement.

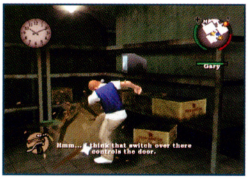
After defeating the three bullies, you need to meet Gary near the basement of the main school. That's due east of the old school bus parking lot. Follow the yellow X on the radar, then open the basement door and enter.

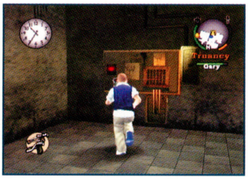


Find your way through the basement.

Basement Room 1

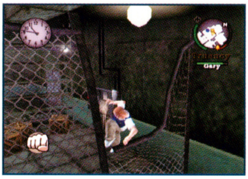
Bust up some crates to find weapons and sodas to help replenish any health you lost from the previous scuffle, then follow the yellow X on the radar to the door switch in the corner. Activate the switch to open the door to the next room.


Hmm... I think that switch over there controls the door.



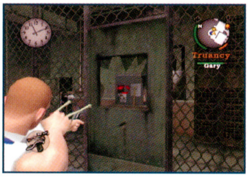
Basement Room 2

The next door switch is behind a gate with a broken area. It's against the wall near the north corner of the room. Climb over the fence and throw the switch to open the next door. Again, Gary moves ahead. Climb back over the hole and proceed to the next room.



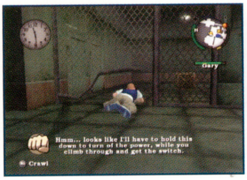
Basement Room 3

The room switch is inside a gate, but there's no way to enter. Select the super slingshot and use aim mode to pop the door switch on the back wall inside the gate by aiming through the broken window in the door. Look for the yellow X on the radar if you have difficulty locating your target. The crosshairs on the slingshot will change from yellow to red when you have the target in your sights.

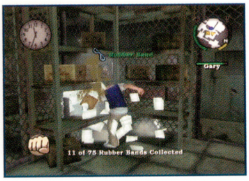


Basement Room 4

You must crawl under the fence in the fourth room to enter the gated area. Find the low hole torn in the chain link fence. Press R3 to lie down and push forward through the hole. Look for a Rubber Band in the first gated area near a shelf. Move into the next gated area through the open doorway. Activate the main door switch (blue marker) and exit the gates the same way you entered, then continue into the next room.



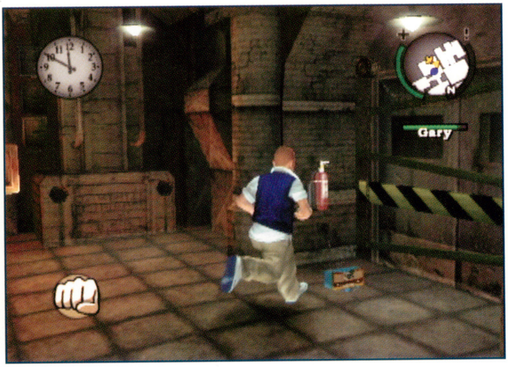
Hmm... looks like I'll have to hold this down to turn of the power, while you climb through and get the switch.



11 of 75 Rubber Bands Collected

Basement Furnace Room

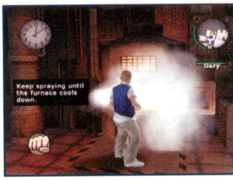
There's another **Radio Part** on the floor of the furnace room, below the hanging fire extinguisher. Take it now, then visit the hobo after completing this mission and the next to learn another combo.



REMAINING PUMPKINS: PUMPKIN HEAD

You can also find all the remaining pumpkins from Halloween in this room. Smash them to get the Pumpkin Head in your wardrobes.

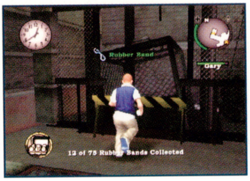
Grab the fire extinguisher and enter aim mode. Move close to the furnace and continue dousing the flames until the steam blocking the exit subsides. Move quickly through the exit before the steam starts up again. Make sure you have full health before leaving any unopened soda crates behind.



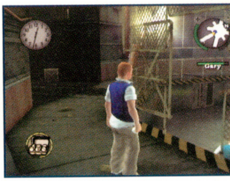
Keep spraying until the furnace cools down.

Basement Sewage System

Before following Gary down into the basin, explore the dead-end short hallways that veer off the main sewage room. You can find a Rubber Band near the damaged lift. Once you have this, jump into th basin with Gary to complete this mission and automatically begin th next: "Russell in the Hole."



12 of 75 Rubber Bands Collected



RUSSELL IN THE HOLE

BASEMENT SEWAGE PIT

Gary turns the tables on you. Now seeing you as competition for taking over the school, he climbs out of the hole and pits you against Russell. Gary revs Russell up with hatred by accusing you of making fun of Russell's mom with barnyard animals. The fight is on…

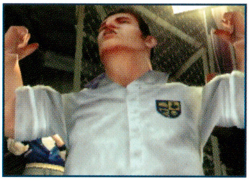
Respect: Nerd Respect +5, Bully Respect +100

Unlocks: Chapter 2

Unlocks Missions: "Hattrick vs. Galloway" and "Last Minute Shopping"

DEFEAT RUSSELL

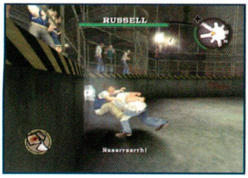
This is a fight with the biggest, baddest bully in the school. Russell's large health bar appears at the top of the screen. Drain it and you'll win. Wish it were that easy? It can be if you pay attention to Russell's moves and weaknesses. Here's what to do, and what *not* to do:

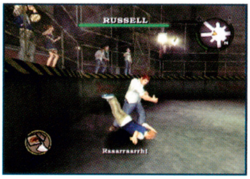


1. Don't let Russell grab you and forget about using weapons unless you have firecrackers—these are very effective.

2. Don't get caught in front of Russell when he acts like a bull and charges.

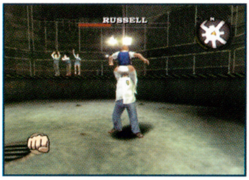
3. Charged uppercuts often make you too vulnerable to attack to make them worthwhile. Better to try this at the end of a punch combo.

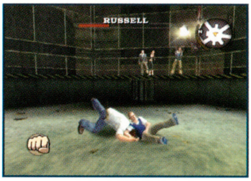




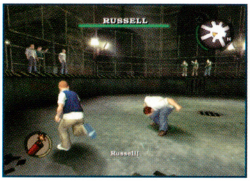
4. Keep an eye out for the counter button press that blinks onscreen quickly when you're caught in a grab attack; pressing ▲ at the right time could turn the fight in your favor.

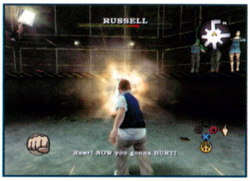
5. Try not to pull off more than three consecutive punch combos; Russell often throws his chest out and knocks you on your butt if you beat on him too much.



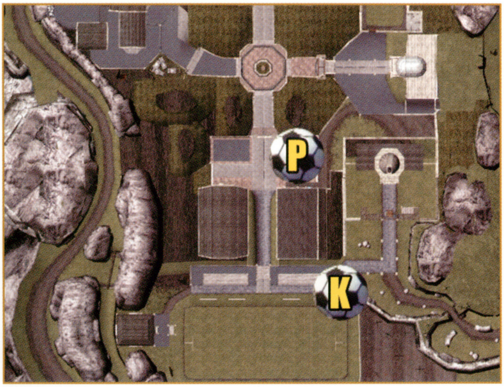


6. Finally, watch out for his charged attack. This is his weakness. Stand still as he pounds his fists and kicks the dirt, then sprint out of the way as he starts to run after this animal-like display. He slams into the wall and becomes dizzy. This is his most vulnerable state. Beat him senseless while he's not in a position to defend himself. This is also a good time to throw a single firecracker at him.





After beating Russell, Gary shows his true feelings for you and his own school domination. Jimmy smoothes things over with Russell and becomes a close ally with the rest of the bully clique. This completes Chapter 1 and opens the gates of Bullworth academy. You can now enter Bullworth Town.



KEEP UPS (ALTERNATE TASK)

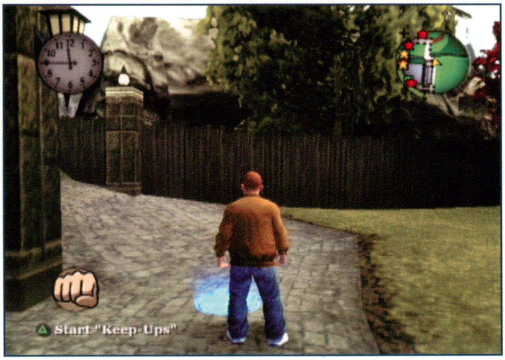
Unlocking Method: This task is available at the beginning of the game.

Time Available: 11:30am to 1:00pm and 3:30pm to 7:00pm

Monetary Reward: Double your bet.

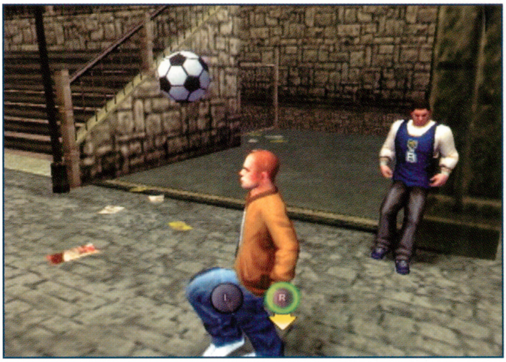
FOOTBALL FIELD BLEACHERS

The blue marker **(K)** for this activity is located where the football bleachers meet the path to the observatory. When you begin the challenge, a jock approaches you and shows you how to juggle the soccer ball. You are then prompted to make your bet.



Up on the D-pad increases your bet, down decreases your bet, ⊗ starts the game, and △ allows you to exit the challenge. Your bet amount is displayed at the bottom of the screen until you begin the challenge.

The goal is to keep the soccer ball in the air by juggling it on your limbs and head. To do this, you must match the analog stick direction commands that appear at the bottom of the screen. The two icons on the bottom of the screen represent the left and right analog control sticks.



A yellow arrow appears on the top, bottom, left, or right of either control stick icon. Quickly tilt the correct stick in the displayed direction to successfully juggle the ball. Keep it up until the end of the challenge and you win the bet. It's a great way to double your money… or lose it all.

The key is to ignore Jimmy and just focus on the arrow commands. Early in the challenge, your brain should kick into autopilot and your thumbs will tilt in the correct direction as soon as you spot the arrow.

PENALTY SHOTS (ALTERNATE TASK)

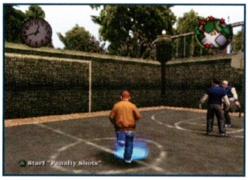
Unlocking Method: This task is available at the beginning of the game.

Time Available: 11:30am to 1:00pm and 3:30pm to 7:00pm

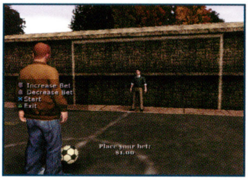
Monetary Reward: Double your bet.

EXTERIOR GYM BASKETBALL COURT

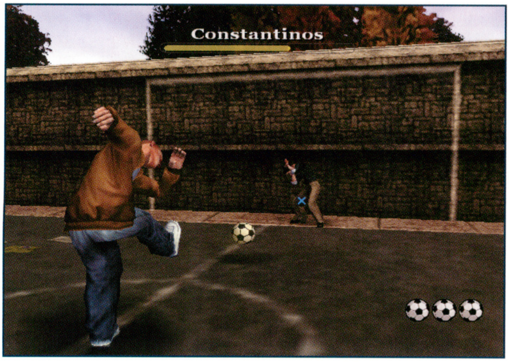
The Penalty Shots task marker **(P)** is located on the basketball court near the gym pool building. This is a timed mission; notice the red outline around the clock when you begin. This is also a betting game like "Keep Ups."



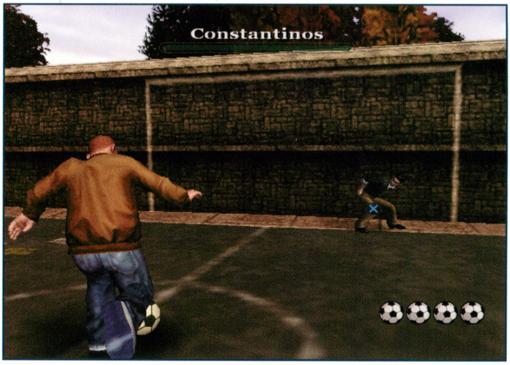
Up on the D-pad increases your bet, down decreases your bet, ⊗ starts the game, and ⊛ allows you to exit the challenge. Your bet amount is displayed at the bottom of the screen until you begin the challenge.



A student stands before a brick wall. His health meter appears at the top of the screen. You are given five balls, with five chances to hit the student and completely drain his health meter until he's knocked out.

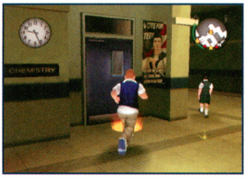


Use the left control stick to control the "X" reticle, which hovers erratically in all directions. If you've played Splish Splash at the Carnival, this challenge will seem very familiar. You can somewhat influence where the reticle moves, but by no means can you control it. When the reticle moves over the target, press ⊗ to kick the soccer ball at the spot where the reticle was stopped. The student stops at the same time, and hopefully the reticle was stopped somewhere on the student.

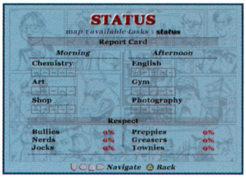


Three hits on the student knocks him out and you win the challenge. It doesn't matter where you hit the kid, as long as you hit him three times, which means you can only miss twice. A head shot is an instant win. Good luck.

oh you are my hero
BULLWORTH
creepy
what FUN!



You can attend six different classes at Bullworth Academy: Chemistry, English, Art, Gym, Photography, and Shop. Each class has five levels. You cannot continue to the next level of class until the previous level is complete.



STATUS

map : available tasks : **status**

Report Card

Morning	*Afternoon*
Chemistry	English
Art	Gym
Shop	Photography

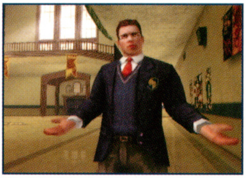
Respect

Bullies	0%	Preppies	0%
Nerds	0%	Greasers	0%
Jocks	0%	Townies	0%

Navigate Back

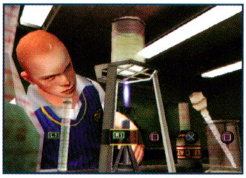
Your report card is accessed by scrolling through the tabs of the SELECT button menu. The report card helps you track which classes have been completed. You can also use the SELECT menu to find out which classes are currently in session. Different awards are given for each level of class completed. The themes of these awards are unique to each class subject.

Truancy



You are truant and in trouble if you are not in class 30 minutes after it begins. Prefects and teachers will pursue you and try to grab you. If you fail to escape their grasp and if class is in session, you will be thrown into class. If there's no class in session, you are taken to the office. If school is closed, you're just tossed into your dorm room.

CLASS SCHEDULE



Chemistry is the first class to become available, followed by English and Art. More classes are unlocked with normal progression through the game. During gameplay, you can press left on the D-pad to view the available side missions and which classes are in session. Classes appear as orange bells on the radar.

General Class Schedule

Morning classes start at 9:00am and end at 11:30am. Afternoon classes start at 1:00pm and last until 3:30pm. No matter how quickly you finish a class, time skips ahead to the class ending time once it's completed. This means that you can only attend two different classes a day. There are six subjects with two classes available each three-day cycle. The following is the class schedule—once all classes are unlocked:

Day 1 Class Schedule

Chemistry (9:00am – 11:30am)
Available after Chapter 1: "This is your School"

Class	Unlocks
1	Firecrackers from Chem Set
2	Stink Bombs from Chem Set
3	Itching Powder from Chem Set
4	Bottle Rockets from Chem Set
5	Unlimited chem set daily usage

English (1:00pm – 3:30pm)
Available after Chapter 1: "Get to Class"

Class	Unlocks
1	Apology Bonus 1
2	Improved Shove Taunt
3	Apologize to prefects for small crimes and they will leave you alone
4	Taunt Bullies at greater distance
5	Apologize to police for small crimes and they will leave you alone

Day 2 Class Schedule

Art (9:00am – 11:30am)
Available after Chapter 1: "Get to Class"

Class	Unlocks
1	25% Bonus Kiss Health
2	50% Bonus Kiss Health
3	75% Bonus Kiss Health
4	100% Bonus Kiss Health
5	Kiss without a gift.

Gym (1:00pm – 3:30pm)
Available after Chapter 1: "Get to Class"

Class	Unlocks
1	Head Butt, 1 Charge Combo & 3-Hit Charge Combo
2	Accuracy Upgrade
3	Knee Drop and 3-Hit Combo Takedown
4	Accuracy Upgrade
5	Accuracy Upgrade

Day 3 Class Schedule

Shop (9:00am – 11:30am)
Available after Chapter 2: "Last Minute Shopping"

Class	Unlocks
1	Basic BMX in garage
2	Retro BMX in garage
3	Green Racer BMX in garage
4	Blue Bomber BMX in garage
5	Flamejob BMX in garage

Photography (1:00pm – 3:30pm)
Available after Chapter 2: "Hattrick vs Galloway"

Class	Unlocks
1	Photo Album (five pictures)
2	Yearbook
3	Photo Album (15 pictures)
4	Digital Camera (color camera)
5	Double Carnival Tickets

CHEMISTRY

Chemistry class is located on the first floor of the school, just to the right of the stairs. Completing this course unlocks the ability to make weapons and ammo by using the chemistry set in your dorm room. Initially, you are limited to using this set once per day, but you can use it an unlimited number of times per day after completing all five Chemistry classes.

Time: 9:00am to 11:30am

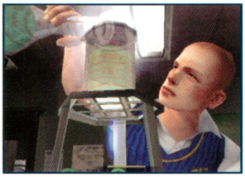
Location: First floor, Main School Building.

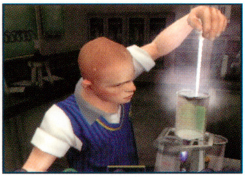
Teacher: Mr. Watts

CHEMISTRY 1

Unlocks: Firecrackers from your chem set

While standing before the Bunsen burner and boiling flask, a steady stream of button icons glides across the bottom of the screen. Press the correct button as it passes through the box in the bottom-center of the screen. Press the correct buttons at the correct time to pass the class. If you mess up, you restart from the beginning of the sequence. You get three chances. If you mess up on the third attempt, you fail the class. Get in the habit of looking a little ahead of the center box so you have time to digest which button is coming next and prepare to hit it when it passes through the box.

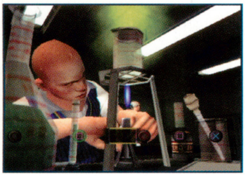


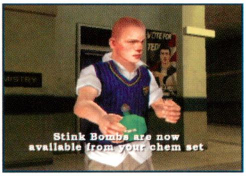


CHEMISTRY 2

Unlocks: Stink Bombs from your chem set

Chemistry 2 is similar to the challenge in Chemistry 1, but the button challenge is a little more difficult. The button combination is random.



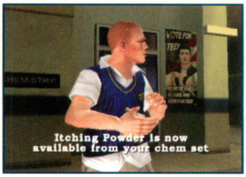


Stink Bombs are now available from your chem set

CHEMISTRY 3

Unlocks: Itching Powder from your chem set

The addition of shoulder buttons makes the Chemistry 3 challenge more difficult still. The combination is random.

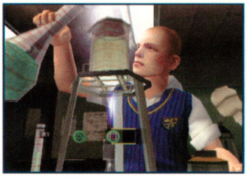


Itching Powder is now available from your chem set

CHEMISTRY 4

Unlocks: Get full ammo from your chem set

Chemistry 4 is more difficult still as it uses all shoulder buttons and face buttons on the controller. The button combination is also random. Completing this challenge gives you bottle rocket ammo from your chem set. This means you can now produce all projectiles from the chem set.



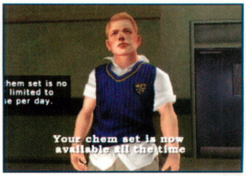
ow get double
erything from
hem set in
oom.

Full ammo is now available from your chem set

CHEMISTRY 5

Unlocks: Chem Set no longer limited to one use per day.

Chemistry 5 is, appropriately, the most difficult challenge in this course. It mixes all shoulder and face buttons in quick and difficult sequences that are random. Remember to look a little to the right of the box to prepare for the next button press; look too far ahead, though, and you risk messing up your timing.



hem set is no
limited to
e per day.

Your chem set is now available all the time

ENGLISH

Time: 1:00pm to 3:30pm

Location: First floor, Main School Building

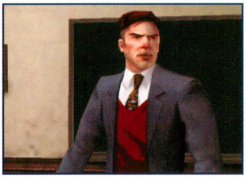
Teacher: Mr. Galloway

English 1

Unlocks: Apology Bonus

You are given three minutes to unscramble the six given letters and make them into 13 unique words. Press ✖ to select the letter, the left analog stick to scroll through the letters, ■ to delete a selected letter, R1 to scramble the available letters (which gives you a fresh new perspective on the given letters), and ▲ to exit.

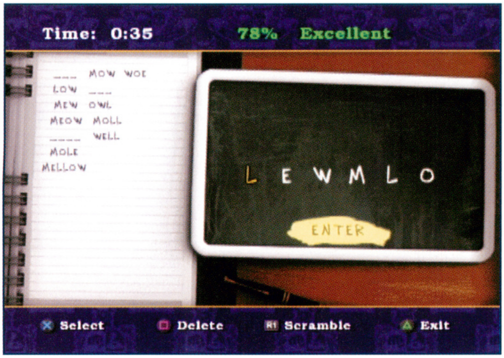
ENG
English class



The six given letters are:

LMWOLE

There are seven 3-letter words, five 4-letter words (no profanity allowed), and one 6-letter word to create. It's okay if you don't input them all in the time given; you receive a percentage grade from the amount of successful words you manage to make. The bigger the word, the higher the percentage awarded, so start by inputting the big words first. Over 55% is passing. This is illustrated in red (failing) and green (passing) at the top of the screen as you input new words. The following is the list of words you need to complete the challenge:


Time: 0:35
78% Excellent
___ MOW WOE
LOW ___
MEW OWL
MEOW MOLL
____ WELL
MOLE
MELLOW
L E W M L O
ENTER
✖ Select
■ Delete
R1 Scramble
▲ Exit

MEW, OWL, WOE, LOW, MOW, OWE, ELM, WELL, MOLE, MEOW, MOLL, MEWL, MELLOW.

to apologize

The award for passing is an Apology Bonus, which allows you to talk your way out of fights with bullies more easily.

English 2

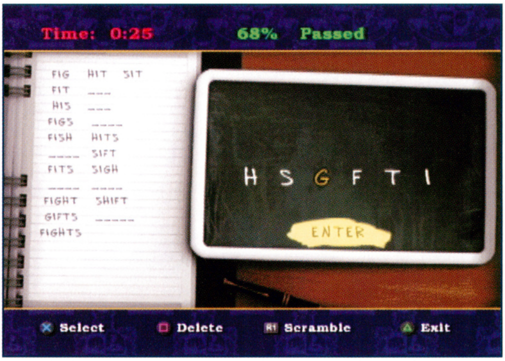
Unlocks: Social Bonus (improved shove taunt)

You are given two minutes and 45 seconds to unscramble six letters and make them into 22 unique words.

The six letters given are:

HSGFTI

There are seven 3-letter words, 10 4-letter words, four 5-letter words, and one 6-letter word. Remember, when "S" is involved, always try to make plural word forms of previously used singular words.


Time: 0:25
68% Passed
FIG HIT SIT
FIT ___
HIS ___
FIGS ____
FISH HITS
____ SIFT
FITS SIGH
____ ____
FIGHT SHIFT
GIFTS _____
FIGHTS
H S G F T I
ENTER
✖ Select
■ Delete
R1 Scramble
▲ Exit

FIG, FIT, SIT, HIS, HIT, IFS, ITS, FIGS, FITS, FISH, FIST, SIGH, SIFT, HITS, GIFT, GIST, THIS, FIGHT, GIFTS, SHIFT, SIGHT, FIGHTS.

With the Social Bonus unlocked, shove-taunting your opponents will have a greater effect. Shove-Taunt: L1 + ●. Get rid of would-be bullies by using this move.

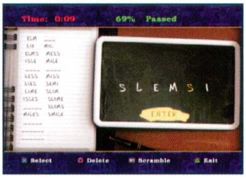
ENGLISH 3

Unlocks: Apologize to prefects for small crimes and they will leave you alone.

You have two minutes and 45 seconds to unscramble six letters and make them into 25 unique words.

The six letters given are:

EMISSL


Time: 0:09
69% Passed
S L E M S I
ENTER
Select
Delete
Scramble
Exit

There are four 3-letter words, 10 4-letter words, seven 5-letter words, and two 6-letter words. Remember, when "S" is involved, always try to make plural word forms of previously used singular words.

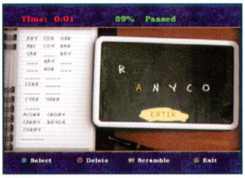
ELM, LEI, LIE, MIL, ELMS, MISS, MISE, MESS, MILE, ISLE, SEMI, SLIM, LIME, LESS, LEIS, LIES, MILES, ISLES, SLIMS, SMILE, SLIME, LIMES, SMILES, SLIMES.

Another Apology Bonus is unlocked for passing this class, allowing you to talk your way out of small troubles with the prefects. To Apologize, press L1 + ⊗. Do this to prefects for small crimes and they will leave you alone.

ENGLISH 4

Unlocks: Social Bonus

You are given two minutes and 40 seconds to unscramble six letters and make them into 30 unique words.


Time: 0:01
59% Passed
R
A N Y C O
ENTER
Select
Delete
Scramble
Exit

The six letters given are:

RANYCO

There are 15 3-letter words, nine 4-letter words, five 5-letter words, and one 6-letter word.

RAN, RAY, ANY, ARC, NAY, NOR, CON, CAN, CAR, CAY, COY, OAR, YON, ORCA, CYAN, CORN, YARN, RACY, ROAN, NARY, CORNY, RAYON, CARNY, CRONY, ACORN, CRAYON.

You can humiliate opponents from a greater distance.

Social Bonus unlocked

Another Social Bonus is unlocked for passing this class. You can now deal with bullies from a distance. Hold down L1 + ● to taunt. This improves your ability to taunt.

ENGLISH 5

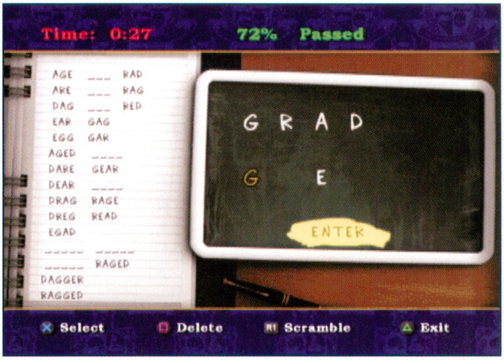
Unlocks: Apologize to police for small crimes and they will leave you alone.

You have two minutes and 40 seconds to unscramble six letters and make them into 30 unique words.

The six letters given are:

GAEDRG

There are 13 3-letter words, 11 4-letter words, five 5-letter words, and two 6-letter words.


Time: 0:27
72% Passed
AGE
ARE
DAG
EAR
EGG
AGED
DARE
DEAR
DRAG
DREG
EGAD
DAGGER
RAGGED
RAD
RAG
RED
GAG
GAR
GEAR
RAGE
READ
RAGED
G R A D
G E
ENTER
Select
Delete
Scramble
Exit

AGE, RED, ARE, RAG, EAR, DAG, GAD, GAG, GAR, RAD, EGG, AGED, DARE, DREG, DRAG, GAGE, RAGE, DEAR, READ, EGAD, GEAR, RAGED, GRADE, DAGGER, RAGGED.

Passing English 5 unlocks the final Apology Bonus. You can now apologize to police for small crimes and they will leave you alone.

ART

Time: 9:00am to 11:30am

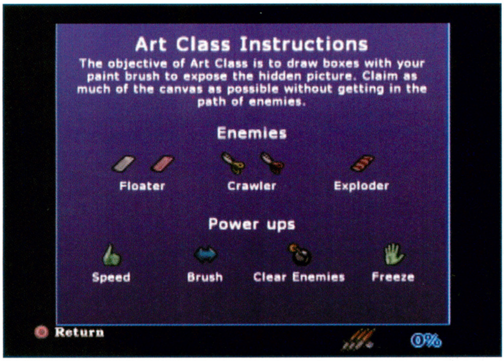
Location: Southeast corner, 2nd floor,
Main School Building

Teacher: Ms. Phillips

The objective of Art class is to draw boxes with your paint brush to expose the hidden picture. Claim as much of the canvas as possible without getting in the path of enemies.

Enemies

Name	Description	Behavior
Floaters	Gray or red erasers	Bounces off brush lines
Crawlers	Scissors	Follow the outer perimeter and brush lines you've created.
Exploders	Striped eraser	Floats in the middle of the canvas, building up power until it finally explodes in a large radius. Also sends debris that must be avoided. Only appears in Art 5.



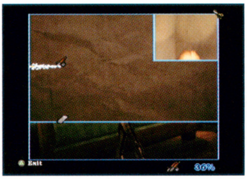
Art Class Instructions

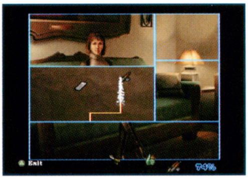
The objective of Art Class is to draw boxes with your paint brush to expose the hidden picture. Claim as much of the canvas as possible without getting in the path of enemies.

Power-ups

Name	Description	Behavior
Speed	Green thumbs-up icon	Speeds your movement. Could make it more difficult for you.
Double Arrow	Blue two-ended arrow icon	Reverses player control temporarily.
Clear Enemies	Black, round bomb icon	Destroys all enemies within its blast radius once hit.
Freeze	Green hand signing "stop"	Freezes all enemies for a short time.

The object of all Art classes is the same, only the challenge is tougher with each consecutive level. Use the left analog stick to move a paintbrush along the outer perimeter of an empty canvas. Reveal pieces of the hidden picture by moving into the empty canvas by drawing lines to complete boxes of any size or shape. These boxes reveal pieces of the hidden picture. If you run into enemies or if enemies run into your incomplete line, you lose a brush.



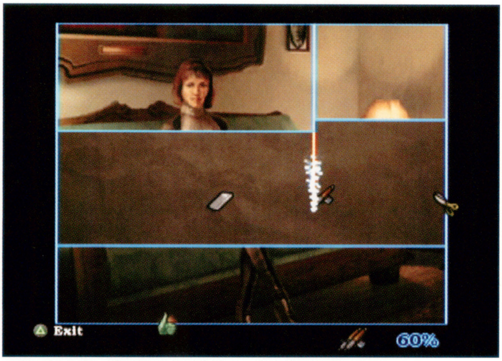


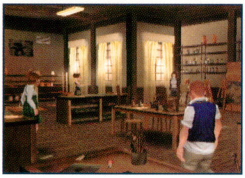
You have three brushes. If you lose all three, you fail the class. You must move through the canvas while avoiding enemies. Run through power-ups to help thwart them. Trap enemies inside your boxes to destroy them, making sure to complete the box before they touch an unfinished line. You should concentrate more on completing boxes than chasing power-ups—reach them only if it's convenient to do so or helpful to the completion of the picture.

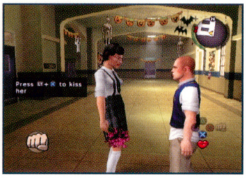
ART 1

Unlocks: Kissing Bonus (25%)

This is a simple class. Avoid the enemies and create large boxes similar to the ones in our example below. After completing the image of Ms. Phillips, you meet a girl outside class. You are prompted to give her flowers, then a kiss. You then earn a 25% health bonus from kissing girls.



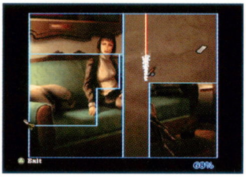


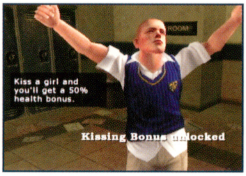

Press L1+✕ to kiss her

ART 2

Unlocks: Kissing Bonus (50%)

This class is a little tougher than Art 1 with the addition of more enemies on screen at once. With more enemies, there's a higher probability of enemy and brush line collision. To counter this, make smaller boxes. A Freeze power-up appears early in this challenge. Grab it and this class is as good as complete. After completing the challenge, you get a 50% health bonus from kissing girls.



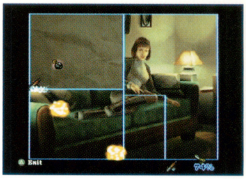

Kiss a girl and you'll get a 50% health bonus.

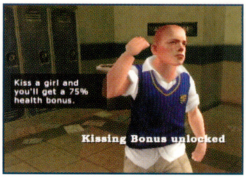
Kissing Bonus unlocked

ART 3

Unlocks: Kissing Bonus (75%)

This class is not much more difficult than Art 2. Hey, when *was* Art class ever really difficult, anyway? Initially, you must move quickly to avoid the four enemy icons that enter the screen simultaneously. Try for the biggest boxes possible for a quick victory. You also get a bomb early on. Make sure to run into it when enemies are within range of its explosion. After completing this class, you get a 75% health bonus from kissing girls.



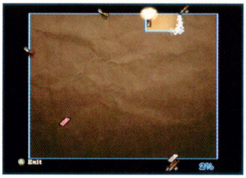

Kiss a girl and you'll get a 75% health bonus.

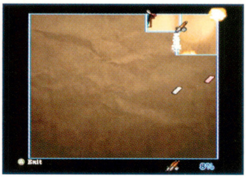
Kissing Bonus unlocked

ART 4

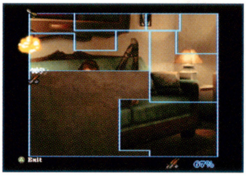
Unlocks: Kissing Bonus (100%)

Art 4 is tough. There are three scissor enemies and two erasers. Quickly create a small box, working your way to the right to trap the first scissor heading your way from that direction. Quickly create a slightly larger box in the right corner (see our picture) to trap the next set of scissors moving to the right from the top-left.





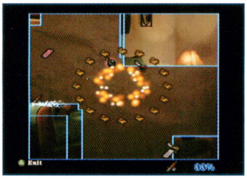
Use the bomb that enters the picture shortly. Try to hit this explosive when the enemies are crowded around it. Take advantage of an enemy-free canvas by making bigger boxes. This is a tough challenge; it takes practice. You get an excellent reward for completing this assignment.

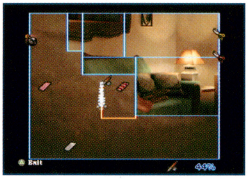


ART 5

Unlocks: Kissing Bonus (kiss without a gift)

The Exploder is introduced in Art 5. This enemy hovers in the middle of the canvas, building up power to explode. The process takes a little while, but it wiggles faster and faster before it detonates, giving you an idea when it's about to blow. It has a large blast area when this happens, so make sure you're on the outer perimeter. It also sends deadly shrapnel. Avoid this, as well. Or, take out the Exploder before it takes you out. Draw a few large boxes to work your way down around it, then find the right time (when no other enemies are around) to enclose the Exploder in a box.





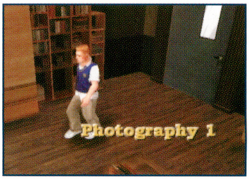
Upon completion of this class, you finish the course and earn the ability to kiss girls without first having to give them a gift.

PHOTOGRAPHY

Time: 1:00pm to 3:30pm

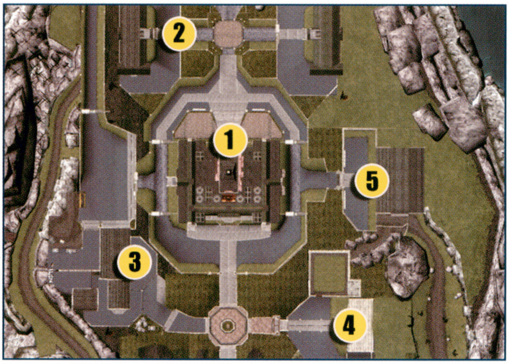
Location: Art Room/second floor, Main School Building

Teacher: Ms. Phillips



Ms. Phillips teaches Art in the morning and Photography in the afternoons. She gave you a camera after helping Mr. Galloway in "Hattrick vs. Galloway." Now you can put that camera to good use.

PHOTOGRAPHY 1



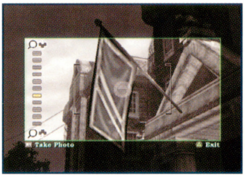
Unlocks: Photo Album

With the camera equipped, press to enter aiming mode.
0/5

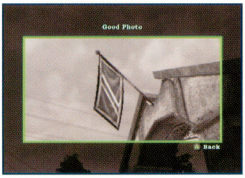
Phillips sends you outside on an assignment to capture five pictures of five different school banners. Making this challenge more difficult is the limited time you are given. Notice the timer on the screen. You must take all five pictures to stop the clock and then return to Photography class to complete the challenge.

Picture Taking

With the camera selected, press up on the D-pad to enter aim mode. Press up or down on the D-pad to zoom in and out. Press R1 to snap the picture. You can continue to move around using the right control stick to help with framing. Notice that when photographing a target, the box around your subject is red or green. Red indicates that the shot is bad. Green indicates a good shot. If the shot is in the red, try zooming in closer or repositioning yourself for a better angle. When photographing people, a good shot is straight on, centered, and zoomed in close.


Take Photo
Exit

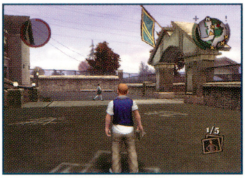
TAKE PICTURES OF THE BANNERS LOCATED AROUND THE SCHOOL GROUNDS.


Good Photo
Back

Use our map (on the previous page) to quickly find the five banners around the school. The framing is completely up to you and requires minimal practice.

Banner (1)

Above the north exit of the main school building.

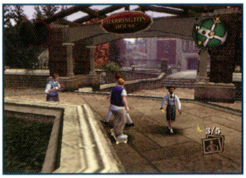


Banner (2)

Hanging high from the walkway arch, facing the girls' dorm.

Banner (3)

Above the Shop Class doorway.

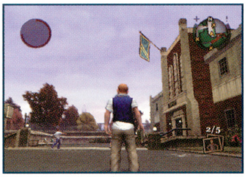

HARRINGTON HOUSE
3/5

Banner (4)

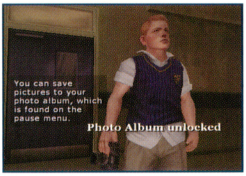
On the Harrington House (prep dorm). Face the main entrance and look up to the domed rooftop.

Banner (5)

Above the entrance to the Library.



You unlock the Photo Album for completing the first Photography class, which allows you to save the pictures you take in it. The album is accessed now through the START (pause) menu. Check it out and you'll see a picture there already—a snapshot of your mom and her new husband on their honeymoon.



You can save pictures to your photo album, which is found on the pause menu.

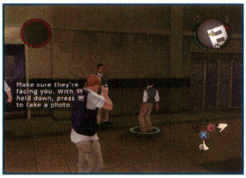
Photo Album unlocked

PHOTOGRAPHY 2

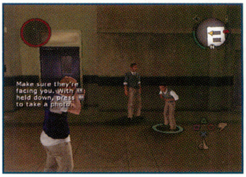
Unlocks: Yearbook

TAKE PICTURES OF STUDENTS FOR THE YEARBOOK.

You must take three pictures for the yearbook. This class walks you through a process of snapping photos quickly. Hold down L1 to target a student with the camera. A subject who's not facing you will be alerted to the photo-op and will turn toward you. Press R1 to take the picture.

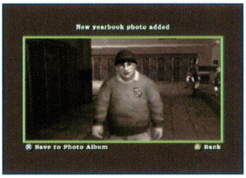


Make sure they're facing you. With L1 held down, press R1 to take a photo.



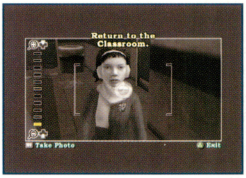
Make sure they're facing you. With L1 held down, press R1 to take a photo.

This drive-by method of taking pictures often works and gets the job done in a hurry. However, you should press up on the D-pad and look through the camera before you shoot for better pictures. This quick shot method does not allow you to zoom in and out, but often still earns you a "good" shot. Walk around the hallways near the art room and take pictures of three students, then return to class to complete the assignment.



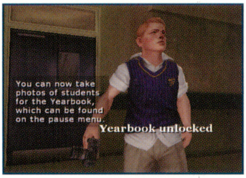
New yearbook photo added

Save to Photo Album
Back



Return to the Classroom.

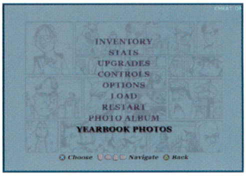
Take Photo
Exit

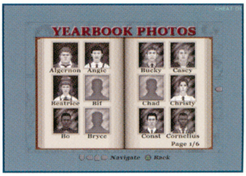


You can now take photos of students for the Yearbook, which can be found on the pause menu.

Yearbook unlocked

You access the yearbook in the START (pause) menu. There are six pages of students' pictures to fill. Get them all for a Black Ninja outfit, which provides immunity to trespassing, truancy, and curfew.


INVENTORY
STATS
UPGRADES
CONTROLS
OPTIONS
LOAD
RESTART
PHOTO ALBUM
YEARBOOK PHOTOS
Choose
Navigate
Back

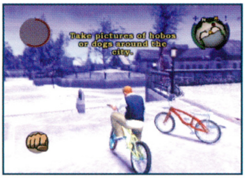

YEARBOOK PHOTOS
Algernon
Angie
Beatrice
Rif
Bo
Bryce
Bucky
Casey
Chad
Christy
Const
Cornelius
Page 1/6
Navigate
Back

PHOTOGRAPHY 3

Unlocks: Extra Photo Album

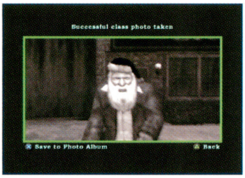
TAKE PICTURES OF HOBOS OR DOGS AROUND THE CITY.

Follow the route on our map to the marked area **(2)** in New Coventry. Here you'll find more hobos than dogs, but either subject will get the job done. This is a timed mission, so be quick about it. If you're on bad terms with the greasers when you take this class, you might have a tough time. If there's no one harassing you, though, you can use the zoom mode on the camera and take nice shots of the hobos.



Take pictures of hobos or dogs around the city.

In this game, hobos are pretty much any crazy, old people (even Santas are hobos). So just photograph anyone resembling this description to find out if it's good or not. If greasers are harassing you, use the quick shot method you learned in Photography 2. It doesn't matter if greasers are in the shot or not; if the hobo or dog is in the picture and facing you, then the shot will be acceptable. After taking four shots, return to class **(1)**.



Successful class photo taken

The extra photo album that is unlocked gives you three times as much room to store your pictures (you can now have 15).

You can now store 15 photos in your photo album.

Extra Photo Album unlocked

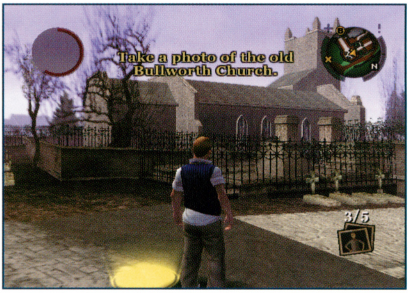
PHOTOGRAPHY 4

Unlocks: Digital Camera

GO TO THE MARKED LOCATIONS TO TAKE PANORAMIC PHOTOS.

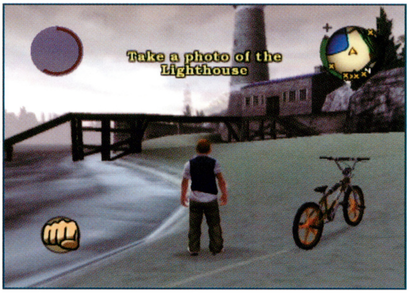
There are eight eligible sites, but you only need to take pictures at five of them. This is a timed mission, so the closer the site, the better. Here are the closest five spots:

The Church Windows



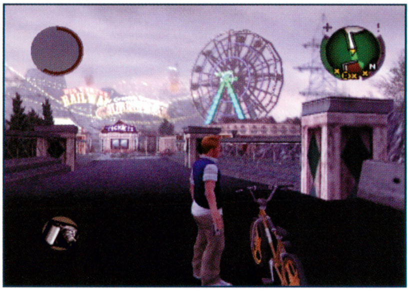
Take a photo of the old Bullworth Church.

Lighthouse

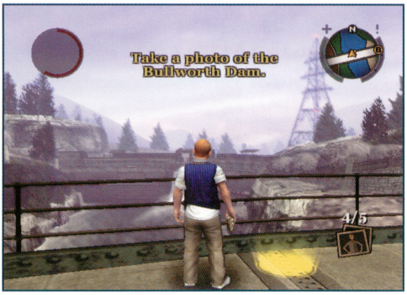


Take a photo of the Lighthouse

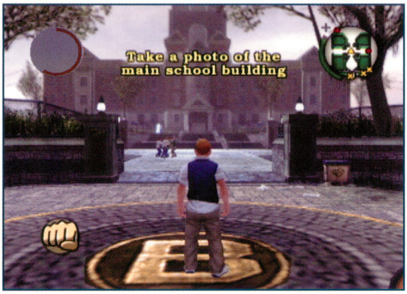
Carnival



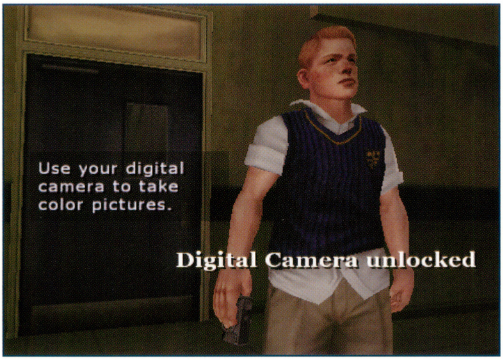
Bullworth Dam



Main School Building



Completing this class unlocks the Digital Camera, which you may use to take color photos.



Use your digital camera to take color pictures.

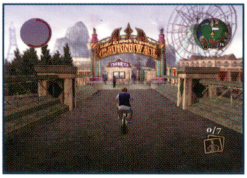
Digital Camera unlocked

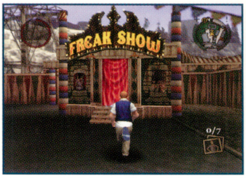
PHOTOGRAPHY 5

Unlocks: Double Carnival Tickets

TAKE PICTURES OF ALL THE FREAKS IN THE FREAKSHOW.

This is another timed activity. Travel to the Carnival, buy a ticket, and run to the clearing. Take a right at the Big Squid ride, then head down the end of this side pathway. Enter the Freak Show exhibit and take pictures of the six freaks, then return to class. Note that you can bet on midget wrestling inside. Awesome!



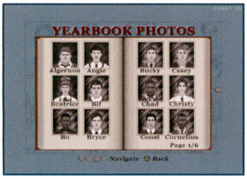


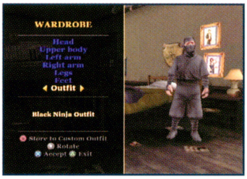
You should have a picture of the following freaks: The Crazy Painted Man; The Siamese Sisters; The Fat, Ugly, Bearded Woman; The Skeleton Man; The Last Mermaid; and The Midget Wrestlers.

You unlock "double tickets" from the Carnival for completing this class, which means that any winnings from the Carnival games are now doubled. That makes getting the expensive goodies from the prize tent much easier!

YEARBOOK (ALTERNATE TASK)

The Yearbook is unlocked by completing Photography 2. You find the Yearbook in the START Pause menu. There are six pages of students' pictures to fill. Fill them all for a Black Ninja outfit. When worn, it gives you immunity to truancy, trespassing, and curfew.


YEARBOOK PHOTOS
Algernon
Angie
Beatrice
Bif
Bo
Bryce
Bucky
Casey
Chad
Christy
Const
Cornelius
Page 1/6
Navigate
Back

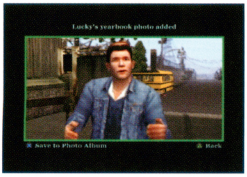

WARDROBE
Head
Upper body
Left arm
Right arm
Legs
Feet
Outfit
Black Ninja Outfit
Store to Custom Outfit
Rotate
Accept
Exit

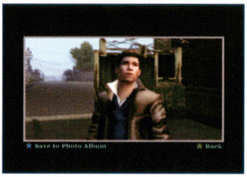
QUICK PHOTOGRAPHY CLASS

To shoot a picture, select the camera and hold down L1 to target a student. Press ⊗ while holding the target and Jimmy will call the person's attention to the photo-op. A subject who's not facing you will usually turn around and look at the camera. Press R1 to take the picture.

This is a drive-by like tactic of taking pictures. It often works and gets the job done quickly. However, for better pictures you should press up on the D-pad and look through the camera lens before you shoot. The quick shot method does not allow you to zoom in and out, but often gets an acceptable shot for the yearbook anyway.

When a student's photo is accepted by the yearbook, that student's name appears above the photo taken. Once the photo has been added, the name of that student will not appear above the picture if you take additional photos of him or her. The photo frame will also not turn green for a "good" shot if that student's photo has been added to the yearbook.


Lucky's yearbook photo added
Save to Photo Album
Back


Save to Photo Album
Back

PHOTOGRAPHY STRATEGY

If you wait until you've completed the main story to take pictures for the yearbook, you've quite possibly waited too long. You should start taking pictures immediately after you unlock the yearbook. There are many students that become rare after certain missions are completed; however, the leaders of the different cliques are automatically photographed when you defeat them in the boss fights. Complete Photography 2 as soon as possible.

STUDENT HUNTING

To get the majority of the students' pictures, you should first hang out in the school for a while, moving through all the hallways and snapping photos.

Cornelius's yearbook photo added
Save to Photo Album
Back

Once you've exhausted your efforts at the school, head to places where cliques congregate. Find jocks at the gym and at the football field. Find nerds at the library and in the boys' dorm. Pull the fire alarms at the dorms to get everyone out into the hallways.

Find preps around the Harrington House and the boxing gym in Bullworth Vale. There are always a few preps hanging around the beach and lighthouse. Greasers are around the auto shop and in New Coventry. Take pictures of those students that join your party or are met during particular story missions.

The following page provides a list of all the students in alphabetical order as they appear in the yearbook:

Yearbook Photos

Student	Page	Side	Clique
Algernon	1	A	Nerd
Angie	1	A	no clique
Beatrice	1	A	Nerd
Bif	1	A	Preppy (second in command)
Bo	1	A	Jock
Bryce	1	A	no clique (wrestler)
Bucky	1	B	Nerd
Casey	1	B	Jock
Chad	1	B	Preppy
Christy	1	B	no clique
Constantinos	1	B	no clique
Cornelius	1	B	Nerd
Damon	2	A	Jock (second in command)
Dan	2	A	Jock
Derby	2	A	Preppy (leader)
Davis	2	A	Bully
Donald	2	A	Nerd
Earnest	2	A	Nerd (leader)
Ethan	2	B	Bully
Eunice	2	B	no clique
Fatty	2	B	Nerd
Gary	2	B	no clique
Gloria	2	B	no clique
Gord	2	B	Preppy
Gordon	3	A	no clique
Hal	3	A	Greaser
Ivan	3	A	no clique
Jimmy (you)	3	A	no clique
Johnny	3	A	Greaser (leader)
Juri	3	A	Jock
Justin	3	B	Preppy
Karen	3	B	no clique
Kirby	3	B	Jock
Lance	3	B	no clique
Lefty	3	B	Greaser
Lola	3	B	Greaser
Lucky	4	A	Greaser
Luis	4	A	Jock
Mandy	4	A	Jock
Melody	4	A	no clique
Melvin	4	A	Nerd (second in command)
Norton	4	A	Greaser
Parker	4	B	Preppy
Peanut	4	B	Greaser (second in command)
Pedro	4	B	no clique
Petey	4	B	no clique
Pinky	4	B	Preppy
Ray	4	B	no clique
Ricky	5	A	Greaser
Russell	5	A	Bully (Leader)
Sheldon	5	A	no clique
Tad	5	A	Preppy
Ted	5	A	Jock (leader)
Thad	5	A	Nerd
Tom	5	B	Bully
Trent	5	B	Bully
Trevor	5	B	no clique
Troy	5	B	Bully
Vance	5	B	Greaser
Wade	5	B	Bully
Zoe	6	A	Townie

Spoiler Alert

You'll learn in Chapter 5 that Zoe used to be a student at Bullworth Academy. And at the end of the game, you negotiate her return. This makes Zoe eligible for the yearbook. She is the last student to be included. You can occasionally find her around campus and in the industrial area near her house.

GYM

Time: 9:00am to 11:30am

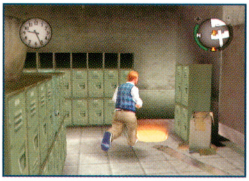
Location: Boys Locker Room in the Gym

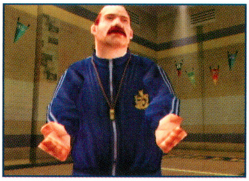
Teacher: Mr. Burton

GYM 1

Unlocks: Head Butt, 1-Charge Combo & 3-Hit Charge Combo

Enter the yellow marker in the boys' locker room during the specified time to change into your wrestling outfit and start Gym class with Mr. Burton. In Gym 1, you learn a couple new moves.





Head Butt

△, hold □

1-Charge Combo

This move is performed by grabbing your opponent (△) and immediately following with the charged combo (hold □). Perform this move correctly on your opponent and you move on to the second stage.

3-Hit Charge Combo

This move is performed by pressing △ to grab your opponent, then immediately following with the 3-hit charge combo (□, □, hold □). After learning both moves, you must apply these new skills to take down your opponent and complete Gym 1.

GYM 2

Unlocks: Accuracy Upgrade

Gym 2 is a dodgeball contest between nerds and bullies. Here are the rules: Defeat your opponent by hitting them with the ball. Dodge or catch enemy throws to gain possession. Use teamwork and execute combination moves to gain the upper hand.

DODGEBALL CONTROLS

OFFENSE CONTROLS

BUTTON	COMMAND
✕	THROW
○	JUMP
□	PASS

DEFENSE CONTROLS

BUTTON	COMMAND
✕	CATCH
○	DODGE
□	SWITCH PLAYER

The game begins with you in control of the center player, who is in a face-off with the center on the opposing team. Press △ extremely fast and continuously until you have the ball. Winning this initial possession is very important to your overall success in the round. The moment you have the ball, throw it at the guy who lost it. Doing so almost always assures a knock out. A player that is knocked down by the ball is sent off-court. Off-court players remain in the game, but must remain off-court. Your off-court players play on the opposing team's side and vice versa. They cannot re-enter the court. When you knock all three opponents out of the court, you win. You must win two rounds. If it's tied, a third is played.

You start the game with three players on court and a fourth one on the sidelines. The off-court player stands on the opposing teams' side and catches balls that go out of bounds. If the ball is out of bounds on the opponents' side, then the off-court player throws the ball in to you or can even throw the ball at the opponents on the court.

A ball that lands in play can be picked up by walking over it. Catching a thrown ball is tough. You must press ⊗ before the ball reaches you to successfully grab it. We suggest dodging. When not in possession of the ball, back up far from the center line to increase your chances to dodge or catch a thrown ball. When in possession of the ball, run up to the center line and throw it at the opponents to knock them down. A jump throw is a powerful assault. Try it. Holding the ball too long results in a face-off. A countdown appears at the top of the screen when you've done this, and counts down from five.

Accuracy Upgrade

This increases your accuracy with all weapons.

Gym 3

Unlocks the following Takedown moves:
Knee Drop and 3-Hit Combo Takedown.

In Gym 3, you learn several grapple attacks and unlock a couple of new ones, as well. Use Fatty as your guinea pig while learning the moves, then beat him down using these combos to complete the class. Keep him on the mat.

Grapple Takedown

To perform this move, press ▲ to hold the opponent, followed by a quick ● press.

Dismount Takedown

While you have your opponent on the ground in a takedown position, press ⊗ to dismount him.

Pull Up Takedown

While you have your opponent on the ground in a takedown position, press ▲ to pull him to his feet while maintaining your hold on him.

Knee Drop Takedown

While you have your opponent on the ground in a takedown position, press ● to kick him with your knee.

3-Hit Combo Takedown

While you have your opponent on the ground in a takedown position, press ■, ■, ■.

Gym 4

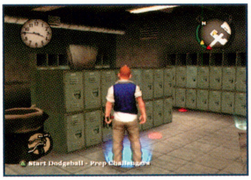
Unlocks: Accuracy Upgrade

Gym 4 is a dodgeball competition. See "Gym 2" for details. Completing this class gives you another accuracy upgrade for your weapons.

Gym 5

Unlocks: Accuracy Upgrade

Gym 5 is also a dodgeball competition. See "Gym 2" for help. Completing this class gives you another accuracy upgrade for weapons and allows you to begin dodgeball games against all the cliques by stepping into the yellow marker in the boys' gym locker room. The first challenge is with the preppies. They are fierce competitors! After beating all of the factions in dodgeball following Gym 5, you can play matches against random factions.

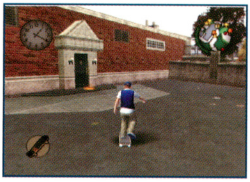


SHOP

Time: 1:00pm to 3:30pm

Location: Auto-Shop building

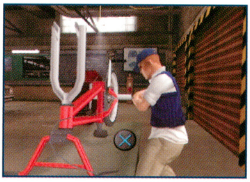
Teacher: Neil (Shop Teacher)

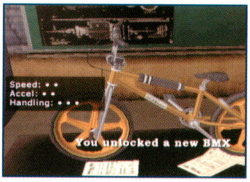


Shop class, like Chemistry, is a button pressing challenge. The shop teacher says working on cars is for seniors and puts you behind a broken bike.

SHOP 1

Unlocks: BMX
Speed: ●●
Accel: ●●
Handling: ●●●●





Speed: • •
Accel: • •
Handling: • • •

You unlocked a new BMX

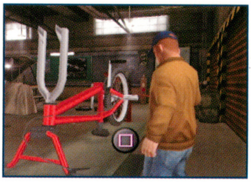
There are three button combos to execute. You must rotate the left analog stick clockwise when the graphic appears, then continue rotating it until the graphic fades. The control stick rotations are the hardest part of these shop challenges because if you don't do it just right, the tilt registers as a directional command and not a rotation. To ensure that this does not happen to you, tilt the control stick before the challenge begins and after you successfully complete the rotation; leave the stick tilted as far as it will go until a rotation is required again.

The next step is to press ⊗ rapidly until the ⊗ icon fades. Finally, rotate the left analog stick counterclockwise until the graphic fades. That's it!

⚜ BIKE GARAGES

The bikes you unlock in Shop class are stored in garages. Follow the Lock icon on the radar to find these garages. A maximum of two bikes can be stored in garages whether you buy or unlock them. There's a bike garage in the school parking lot and at the bike shops. See our Points of Interest map in the Basic Education chapter of this guide to find them all.

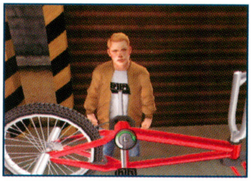
SHOP 2



Unlocks: Retro BMX
Speed: ●●
Accel: ●●
Handling: ●●●

Execute the following button combos to complete the class: Clockwise on the left analog, rapidly press ■, rapidly press ⊗, then rotate the left analog stick counterclockwise until the challenge is complete.

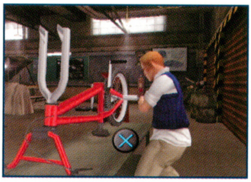
SHOP 3



Unlocks:
Green Racer BMX
Speed: ●●●
Accel: ●●
Handling: ●●●●

Execute the following button combos to complete the class: Clockwise on the left analog stick, ⊗, clockwise on the left analog stick, ■, counterclockwise on the left analog stick.

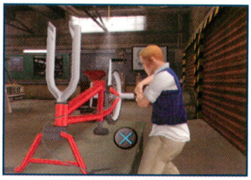
SHOP 4



Unlocks:
Blue Bomber BMX
Speed: ●●●
Accel: ●●●
Handling: ●●●●

Execute the following button combos to complete the class: Counterclockwise rotation on the left analog stick, ⊗, clockwise on the left analog stick, ■, ◉, clockwise on the left analog stick.

SHOP 5



Unlocks: Flamejob BMX
Speed: ●●●●
Accel: ●●●●
Handling: ●●●●●

Execute the following button combos to complete the class: ◉, ▲, clockwise on the left analog stick, ⊗, counterclockwise on the left analog stick, ■, ◉, counterclockwise on the left analog stick.

tape
FUN
MILK
Later
BAIT
KILLS 'EM DEAD

After defeating Russell in the basement, you find yourself walking down the hall with Mr. Crabblesnitch. He's heard rumors, he knows your inner workings, and he's been informed that you're quite a fighter. When you hear the words "mother" and "barnyard animals" leave Crabblesnitch's mouth, you are certain he's been talking to Gary. The principal suggests you go help the cook to learn something about humility. On your way, a preppy invites you to hang out at the boxing gym in old Bullworth Vale.

⚜ BOXING MATCHES & CARNIVAL GAMES

You can now increase your punching power by completing the Boxing Challenge in the prep's gym in Old Bullworth Vale. The carnival is now open for business.

LAST MINUTE SHOPPING

MAIN BUILDING, CAFETERIA

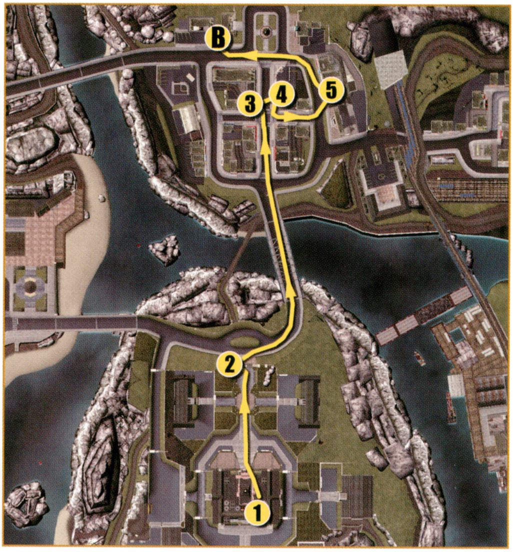
You find this mission in the cafeteria's food line **(1)**. Edna, the cook encourages you to sneeze into the students' food… like she does. After the gross display of exotic food preparation, you explain to Edna that the principal sent you to help. She needs you to run into town and pick up some supplies: meat from Yum Yum Market, a razor from the Barber, and her knickers from Worn In.

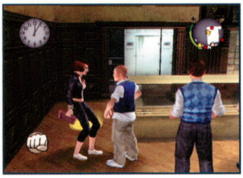
Time Available: 8:00am to 7:00pm

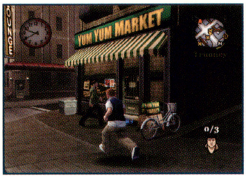
Monetary Reward: $15.00

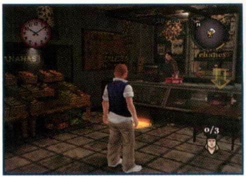
Unlocks Alternate Task: "Paper Route & Lawn Mowing"

Unlocks Mission: completing this mission and "Hattrick vs Galloway" unlocks "Prep Challenge" and "Movie Tickets."

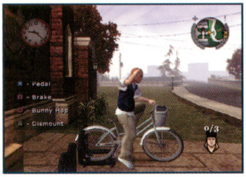








GET EDNA'S BIKE.



This is a timed mission, so you must sprint! Watch the red area around the clock to gauge your progress. Sprint to the outside of the school building, then use your skateboard to quickly reach Edna's bike **(2)**, which is parked outside the gates of the school.

Bike Controls

Press △ to mount the bike. The same button also yanks other riders off their bikes—bike-jacking. Press ▢ to brake, ○ to bunny hop, and △ to dismount the bike. Pressing ✕ repeatedly is like sprinting on the bike. Hold ✕ for a slow, continuous pedal.

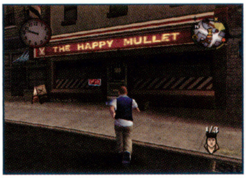
PICK UP EDNA'S ITEMS IN BULLWORTH TOWN.

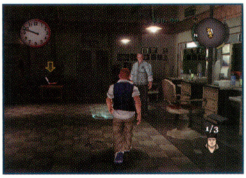
Yum Yum Market

Use our map for the quickest path through this challenge. The closest store in town is Yum Yum Market **(3)**. Be aware that if you run into any cliques with low respect along the way, they may want to fight. Park your bike and enter the grocery. Edna's order is waiting for you on a table before the counter. You can purchase candy and flowers at this store, too. You can also buy soda and eggs. More items become available as the game progresses. Leave the store and head directly across the street to the east.

The Happy Mullet

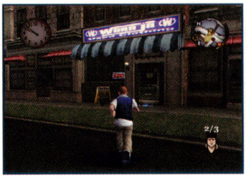
The Happy Mullet barber shop **(4)** is directly across the street from Yum Yum Market. Enter the shop and find Edna's razor on a table in the back of the shop. You even have time to get a haircut if you want; just step into the blue scissor marker. They offer the following cuts: Flat Top, Fade, Crew Cut, Caesar, Clean Shave, and the Buzz Cut. Exit the shop and head for the final store.

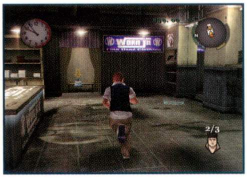




Worn In

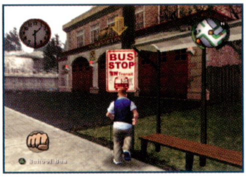
The Worn In clothing shop **(5)** is the last stop on Edna's item retrieval request. Her bag of laundry with the knickers inside is located on a table in the back of the store. You may be cutting it close with time if you decide to shop here. Exit the shop and find the nearest bus stop.

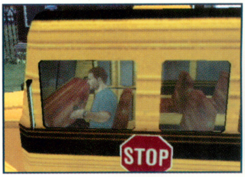




TAKE THE BUS BACK TO SCHOOL.

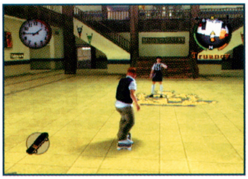
If you're ever in a hurry to get back to school, the bus is the answer. Sprint, pedal, or push your skateboard northwest to the nearest bus stop **(b)**. Follow the yellow circle and "B" icon on the radar to the bus stop. To summon the bus, press △ while facing the bus stop sign. You're immediately dropped off in front of the school.





RETURN TO EDNA WITH THE ITEMS.

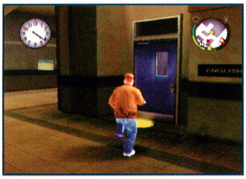
Jump onto your skateboard and speed back to the main school building. Sprint into the cafeteria and find Edna, who's waiting near the kitchen doorway.

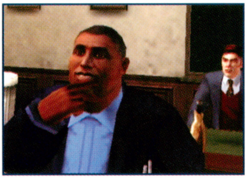


HATTRICK VS. GALLOWAY

MAIN BUILDING, ENGLISH ROOM

English ain't happening in the classroom today! Hattrick catches Galloway drinking on the job while in charge of children. He's going to get Galloway fired over this indiscretion, but you walk in just in time to save the English teacher's job. He wants you to find his liquor stash and take the bottles to the only other teacher who knows about his problem, Ms. Phillips. She'll know what to do.



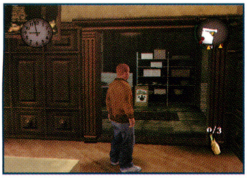


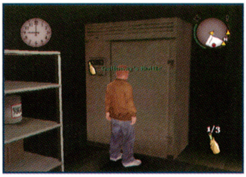
FIND GALLOWAY'S HIDDEN BOTTLES.

There are three liquor bottles hidden around the school interior. A meter appears in the bottom-right of the screen that logs your discoveries. The bottles are hidden in rooms that are indicated on the radar as yellow blips. You're on the first floor. The only bottle on this level is in the cafeteria.

CAFETERIA BOTTLE

Enter the cafeteria, then proceed into kitchen. Edna won't stop you even if she sees you. The bottle is in the back corner near the cooler door and the shelf. Grab it and run upstairs.





Time Available: 8:00am to 6:30pm

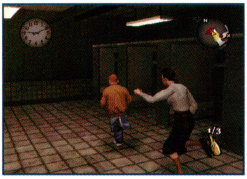
Unlocks Item: Camera

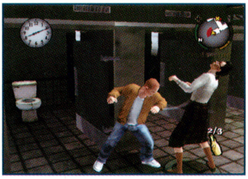
Unlocks Class: Photography

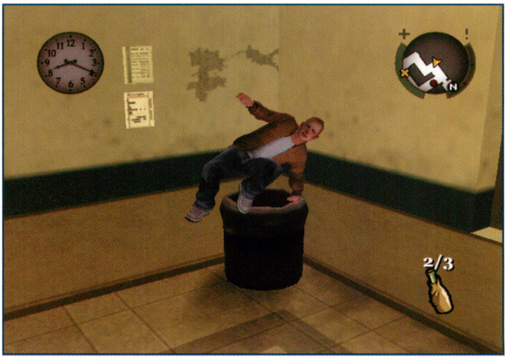
Unlocks Mission: Completing this mission and "Last Minute Shopping" unlocks both "Prep Challenge" and "Movie Tickets."

SECOND FLOOR GIRLS' BATHROOM

Another bottle can be found in the girls' bathroom on the second floor. Entering is trespassing and, as an escaping student runs out and calls out your wrongdoing, a female teacher enters to try to bust you. Run into the back stall and grab the hidden bottle. If you get caught, press ▲ quickly to escape the teacher's grasp.

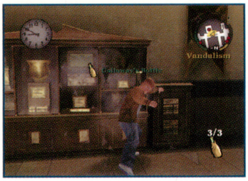






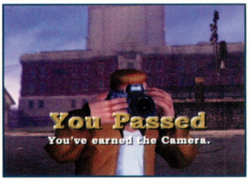
Trophy Case

Smash the glass in the trophy case outside the principal's office to find another hidden bottle. You may have to smash all the glass before you find it. Watch out for Hattrick, who's in the area. He'd love to bust you for vandalism.



TAKE THE BOTTLES TO MS. PHILLIPS.

You must deliver the bottles to Ms. Phillips to complete this mission. Exit the school and skateboard to the old bus near the auto shop where she is waiting. You give her the bottles and she gives you a Camera! Photography class is now available in the afternoons. See the "Classes" section of this guide to learn more.



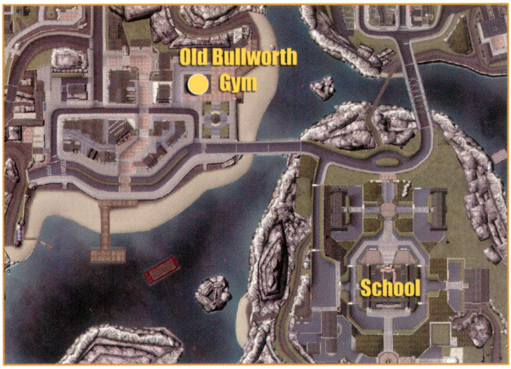
PREP CHALLENGE

OLD BULLWORTH VALE GYM

Time Available: 8:00am to 1:00am

Unlocks: Beach Clubhouse (save house)

Unlocks Mission: "The Eggs"

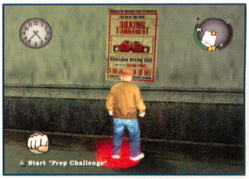


BOXING CHALLENGE

We strongly suggest that you enter the gym after 3:30pm before taking this mission. This is when the "Boxing" task is unlocked. Completing the four stages of the "Boxing" task gives you stronger punches, making Prep Challenge easier to beat.

BEAT THREE PREP CHALLENGERS IN THE BOXING RING.

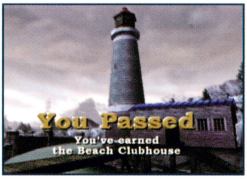
This mission appears after 8:00am. Activate the red marker that appears on the far end of the gym to begin the challenge. The red marker is under the GlassJaw Boxing Club's boxing tournament poster on the wall. The winner of this tournament wins a dream home in Old Bullworth Vale worth $1,000,000.



You will need to fight Chad, Justin, and Parker. See "Boxing" in this chapter for details and tips. After completing Prep Challenge, you stand before your challengers and Justin gives you the sour news. The rich, preppy snobs weasel out of the grand prize award and offer you the old abandoned beach clubhouse instead. You're still a winner. This is a neat place.

Chad
Round 1

Exit the gym and follow the new open book icon to the beach house on the shoreline. It's the lighthouse. Inside, you'll find a save book, bed, wardrobe, drink machine, and a Future Street Race 3D sit-down arcade machine. There's also a G&G Card at the end of the pier that extends from the house.

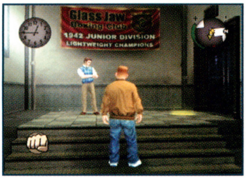

You Passed
You've earned the Beach Clubhouse

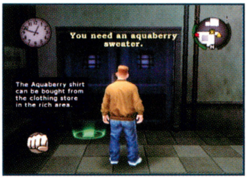
THE EGGS

Old Bullworth Gym

Dress like a Preppy.

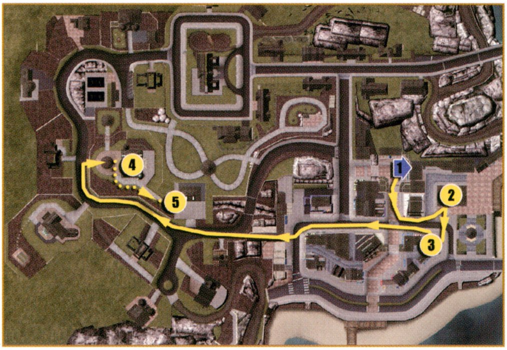
This mission begins on the second floor of the Old Bullworth Vale Boxing Gym **(2)**. Head to the top of the stairs on the left as soon as you enter. A preppy says you must dress like him to continue, so don an Aquaberry vest to begin this task.


Glass Jaw Boxing Club
1942 JUNIOR DIVISION
LIGHTWEIGHT CHAMPIONS



You need an aquaberry sweater.

The Aquaberry shirt can be bought from the clothing store in the rich area.



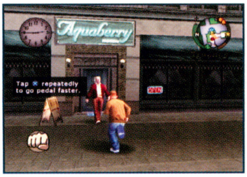
Time Available: 8:00am to 11:00pm

Respect: Preppy Respect -10

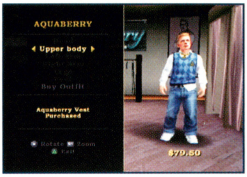
Unlocks Item: Eggs unlocked at stores & save houses

Unlocks The Carnival. Complete "The Eggs." and "Carnival Date" to unlock "Race the Vale."

Exit the gym and head to Aquaberry—a clothing shop one block from the gym **(1)**. See our map or follow the blue shirt icon on the radar. Once inside, enter the marker in the back of the store to select one of the two available outfits at this time: the Aquaberry vest or the Aquaberry sweater. This will set you back $17.50.


Aquaberry
OPEN

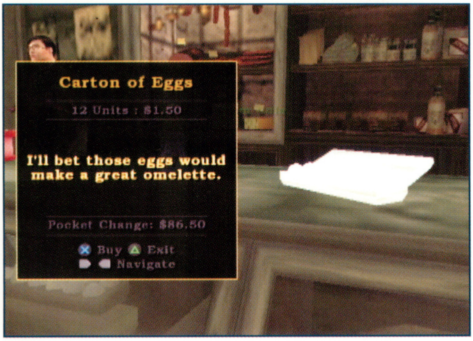
Tap ✕ repeatedly to go pedal faster.


AQUABERRY
◀ Upper body ▶
Buy Outfit
Aquaberry Vest Purchased
Rotate
Zoom
Exit
$79.50

Return to the gym, wearing the preppy vest, and step into the yellow marker at the second floor doorway to begin "The Eggs." The preppies want to get even with Hattrick for trying to get Galloway sacked for drinking on the job. Sounds like a good cause. Tad wants you to *egg* Hattrick's house.

BUY SOME EGGS TO TAKE TO TAD'S HOUSE.

Yum Yum Market **(3)** is directly across the street from the gym **(2)**. Enter this store and buy some eggs. Or, find some free eggs using our Items map in the "Maps" section of this guide. Jump on a bike or your skateboard, then head west into the shops area and find the inclining steps between shops for a shortcut to the rich neighborhood area. Follow the yellow X on the radar to Tad's house **(4)**.



Carton of Eggs

12 Units : $1.50

I'll bet those eggs would make a great omelette.

Pocket Change: $86.50

Tad's House

When you ride up into Tad's driveway, you meet Tad and his preppy gang. You hand over the eggs he asked for, but then Gary arrives and turns the preps against you by spreading rumors. Again, he goes for the "he-said-this-about-your-family" gossip. It works. A fight breaks out between you and the preps. So much for egging.

FIND A WAY OUT OF TAD'S YARD.

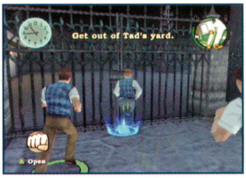
The preps turn on you. The gates around Tad's house have been locked and you must find a way out. A G&G Card is on the ground just beyond the front steps behind the parked car. Take it if you have a chance. Run from the egg-throwing preps to the east side of Tad's yard and you'll meet a large prep standing next to the east gate **(5)**. This guy has the key to the gate.

I have a key and you don't.

RETRIEVE THE GATE KEY.

Pick a fight with the gate key keeper. Use grab attacks in attempts to keep the other preps from ganging up on you. Rough up the preppy to get the key. Once you have it, run toward the east gate he was guarding **(5)**, stand in the marker, and press △ to open it. Run through the gate and out into the street to complete the mission. This does not keep the remaining preps from attacking, so escape on skateboard or finish them off.

Get out of Tad's yard.



Get out of Tad's yard.

MOVIE TICKETS

MOVIE THEATRE, OLD BULLWORTH VALE

GET PINKY TO THE FRONT OF THE LINE WITHOUT USING VIOLENCE.

Pinky's in line to see a movie and she's a bit impatient, afraid she's going to get bad seats by being in the back of the line. She wants you to help her move to the front of the queue.

Time Available: 8:00am to 8:00pm

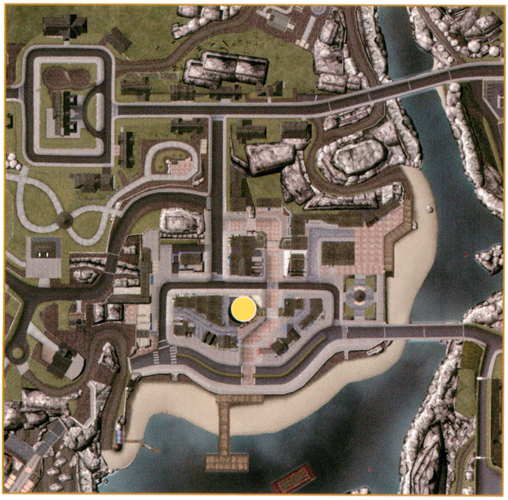
Respect: Preppy Respect -5

Monetary Reward: $15.00

Unlocks Mission: "Carnival Date"

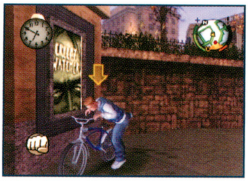
Movie
The Movie

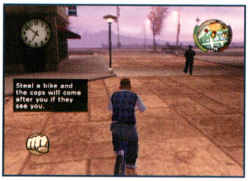
But I need you to do something for me...



STEAL GORD'S BIKE TO LURE HIM AWAY.

Your first objective is to steal Gord's bike. It's parked on the right side of the theatre (yellow X on the radar) under the "Creepy Watchers' movie ad. Take the bike and sprint down the street. Gord follows, so keep pedaling until you have outrun any possible police attention. Stealing bikes raises your trouble meter, so the cops will try to bust you if they see you. There may be a couple of cops near the theatre. You'll see their line of sight on the radar when the trouble meter fills. Lay low and allow the trouble to subside before returning to the theatre.

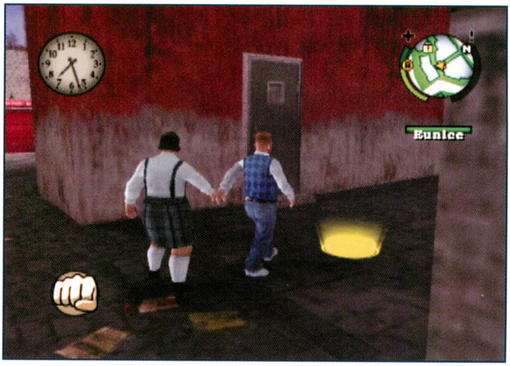




Steal a bike and the cops will come after you if they see you.

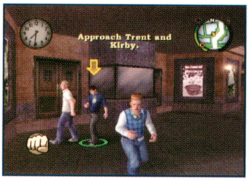
TALK TO EUNICE.

If you have a box of chocolates already, this objective is quick and simple. If not, you can get your sweeties from the nearby Yum Yum Market. Return and talk to Eunice at the theatre to hand over the treat.



LEAD EUNICE TO A SECLUDED SPOT.

Slowly walk in front of Eunice and she'll follow you. Move carefully enough and she'll even take your hand. Walk into the yellow marker in the alley behind the theatre. Eunice gives you a big kiss and runs away. Grab the Rubber Band in this alley on your way back to the theatre entrance.



Approach Trent and Kirby.

APPROACH TRENT AND KIRBY.

When you approach the last two boys standing in line at the movie theatre, they run at the mere sight of you. Because, you see... they're on a date. Once you've run them off, Pinky thanks you with a little cash.

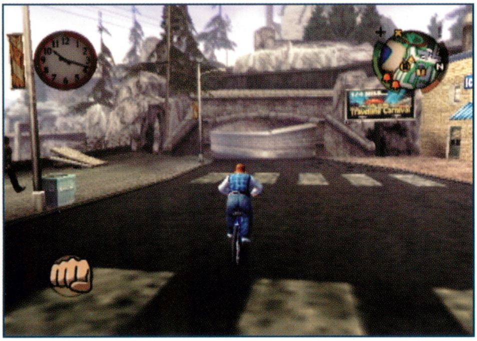
CARNIVAL DATE

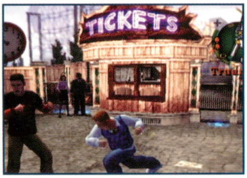
Old Bullworth Vale Movie Theatre

Enter the yellow marker outside the movie theatre **(1)** after 4:30pm to find Pinky waiting outside. You hand her flowers; however, she's dating her cousin, Darby Harrington. Yeah, "Harrington," as in the Harrington House where the preppies live on campus. He's late for the date, so you step up to the plate. She wants to hook up with you at the traveling carnival tonight.

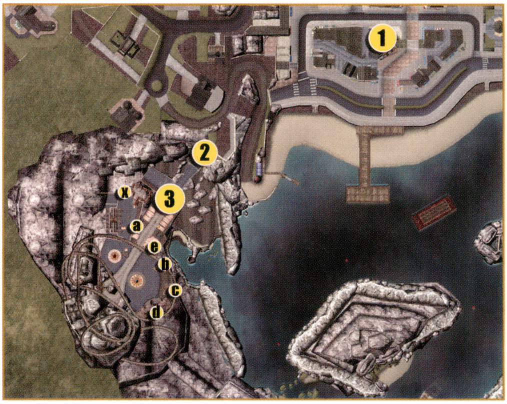
Meet up with Pinky at Billy Crane's Traveling Carnival.

Notice the red ring around the clock. This is a timed objective. Jump on a bike and speed pedal through the tunnel **(2)** to the west near your beach house. This leads directly to the Carnival. You have time to find the G&G Card to the right of the entrance in the corner of the parking lot. Watch out for townies; you're not on the best terms with them right now.





To enter the Carnival, purchase a ticket for a dollar at the ticket booth **(3)**. Enter the grounds by passing through the in-gates to the right of this ticket booth. The date timer stops when you enter.



Time Available: 4:30pm to 11:00pm

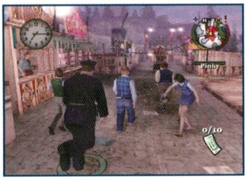
Unlocks: Pinky now likes you.

Unlocks Mission: Complete "The Eggs," and "Carnival Date" to unlock "Race the Vale".

Unlocks Alternate Task: "Panty Raid."

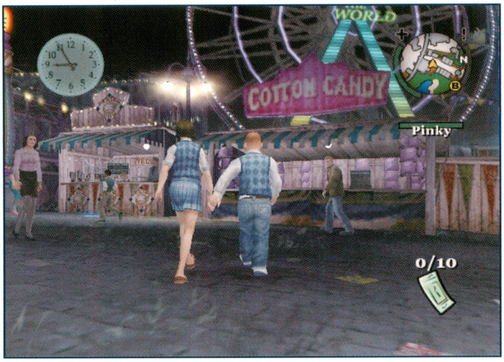
Win tickets by playing the carnival games.

You meet up with Pinky inside. She wants you to score a big teddy bear for her. To do this, you must win 10 tickets to afford the toy in the carnival prize tent **(e)**. A ticket meter in the bottom-right corner of the screen tracks your winning ticket progress.



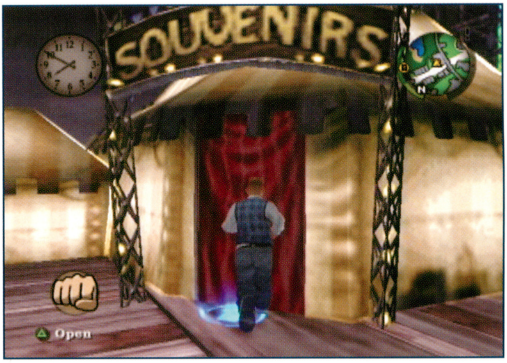
There's usually at least one cop patrolling the carnival grounds, and he will try to bust you if you're truant, among other troubles that could occur. You can run around and lose him or you can use the port-a-potty to hide from him. This is done the same way you would hide in a locker or a garbage bin.

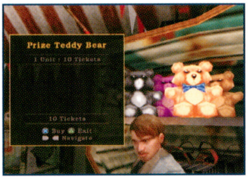
Take your date by the hand and lead her to the first carnival game **(a)**. If you ever have to run away, say from the cops for truancy or for beating up townies, you can find Pinky by looking for the blue blip on the radar. However, it is not mandatory that she be right by your side when you run from game to game. She'll always catch up to you. The first game you try is "Strike Out." Not exactly the two words you want to hear on your first date.



PURCHASE A BEAR FROM THE PRIZE TENT.

Once you have won 10 tickets from the carnival games, walk Pinky to the prize tent **(e)**. You'll find many cool items for sale as soon as you complete this mission, including a scooter! But for now, only the bear is for sale. Purchase it with the 10 tickets you won, then take the bear and give it to Pinky. She now likes you.

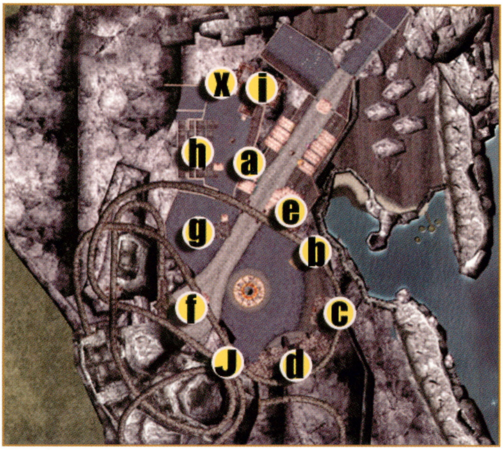




You Passed

Pinky now likes you.

CARNIVAL GAMES (ALTERNATE TASK)



CARNIVAL PRIZE TENT INVENTORY

ITEM	TICKETS
GIRLIE/CAR POSTER	10
DEVIL HORN HAIR BAND	15
SOME INCREDIBLY STRANGE HAT	40
CLOWN TROUSERS	40
SCOOTER	75
CLOWN SHOES	40
"I'M WITH STUPID" T-SHIRT	20
BIG NOVELTY WATCH	10
CLOWN WIG	40
ROCK BAND POSTER	10
BEADED BRACELET	15
CHECKERED PARTY HAT	20
ANGEL HALO HAIR BAND	15

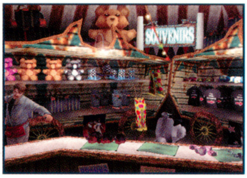
The Carnival is accessible as soon as you begin Chapter 2 and the entry fee is only one dollar. Inside, you'll find four games, three rides, Go-Kart races, and a Freak Show exhibit where you can check out the freaks and bet on midget wrestling (watch them fight for a little bit before you bet; there's one guy who always seems to dominate).

Prize Tent

There's also a souvenir prize tent **(e)**. The unique items for sale inside are not available during "Carnival Date," but are before and after this mission. Money is not accepted; they only take girly giggles… er, uh, Carnival tickets—won from playing the Carnival games. The scooter is the most prized possession and, not surprisingly, the most expensive.

Another cool thing about the prize tent is that it contains a complete collection of the video arcade machines that you can also find in various other locations throughout Bullworth. The squirrel video game, Nut Shots, is also located in this row (find information on these diversions in the "Games & Apparel" section of this guide, following the main story walkthrough). Lastly, a G&G Card can be found inside the tent near the arcade machines.

STRIKE OUT

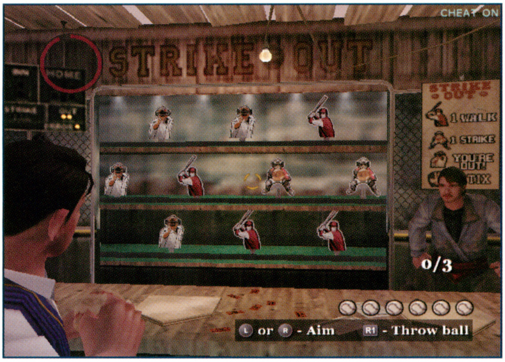


In Strike Out **(a)**, you're given six baseballs to hit three key targets. Aiming and shooting are performed the same as if you where tossing projectiles. Glance at the scoring key on the right side of the screen, behind the game attendant. It displays the rules of the game… vaguely.

If you hit an umpire target, you lose automatically—You're Out! Game over. If you hit the batter target, you get one Walk, but you're still in the game. If you hit the crouching catcher target, you get a "Strike." This is what you want. You need, you guessed it, three of these. If you hit the Glove target, you get a free game ticket. It costs a dollar each time you play this game.

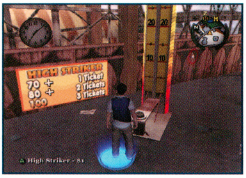
STRIKE OUT
COTTON CANDY

Notice the red timer on the left side of the screen. You must complete the game before it expires. Begin by aiming at the top row of targets. Aim in one spot and time your throw ahead of the target to make up for the lag time in the air. Once you hit the *catcher*, the entire row of targets disappear. Move on to the next row. Hit a single *catcher* target on each row to win.



HIGH STRIKER

Turn left as you walk into the main Carnival area and you'll see High Striker **(b)**. Stand before the strike pad with your large mallet and press ⊗ as quickly as you can—like escaping someone's grasp or winning the face-off in dodgeball—to hit the striker pad with all your might. The weight jumps up the pole and hopefully strikes the bell on top.

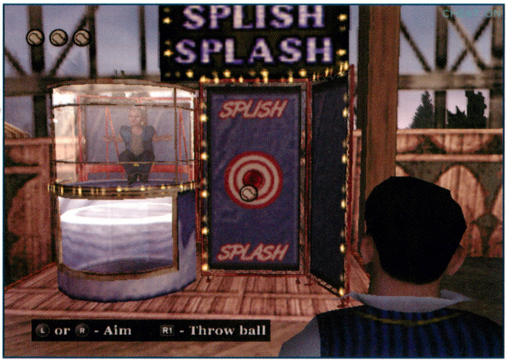


There are measurements along the length of the striker column. If the weight reaches the 70 mark when struck, you receive one ticket. If it reaches the 80 mark, you receive two tickets. If it reaches the 100 marker (the top of the column), you receive three tickets.

SPLISH SPLASH

Splish Splash **(c)** is a simple game made more difficult by the frantically moving reticle that seems to have a mind of its own. You have three baseballs to use to dunk the carny in the booth of water. The reticle moves erratically and most uncontrollably along the target area. The key is to try to somewhat control the movement to make it pass the bull's-eye button in the target. As soon as it does, press R1 to throw the ball. Any hit, on the edge or the center of the red bull's-eye button, is a successful hit.

SPLISH SPLASH



THE SHOOTING RANGE

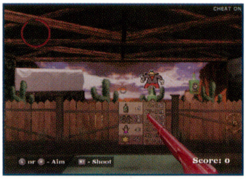
THE SHOOTING RANGE

The Shooting Range **(d)** is a timed challenge; notice the red clock on screen. You have unlimited ammo, so shoot as much as rapidly as you wish. Your targets are as follows:

SHOOTING RANGE TARGETS

TARGET	POINTS
BOTTLE	+5
COWBOY	+10 OR +15
COWGIRL	-10
Badge	+50

As you can see, you want to try to hit the fast moving yellow star badge for the most points. Avoid hitting the cowgirls. Everything else is fair game. There are slow and fast moving cowboy targets. The faster cowboys are worth more points. The better your score the more Carnival tickets you can win…



Carnival Tix

Final Score	Tickets Won
100	1
140	2
180	3
220	4
260	5
350	15
400	20

CARNIVAL RIDES

There are three rides in the Carnival: the Big Squid, Big Canyon Railway, and the Ferris wheel, 'Round The World. To enjoy a Carnival ride, you must approach its ticket booth and purchase a ticket. You then automatically begin the ride. The number of times you ride each one is tracked on the Stats menu.

Big Canyon Railway

BIG CANYON RAILWAY
KETS

The Big Canyon Railway **(f)** is a rollercoaster ride. Buy your ticket from the booth and you automatically get in the car and ride the coaster. You get a bird's-eye view of the entire park from here.

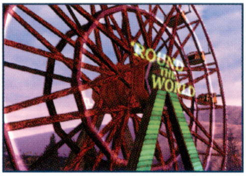
Big Squid

The Big Squid **(g)** is a spinning octopus ride. The first time you buy a ticket and ride, you walk through the G&G card located on the ride platform.

BIG SQUID
TICKET

'Round the World

'Round the World **(h)** is a Ferris wheel, the first attraction you find on the carnival's side pathway.

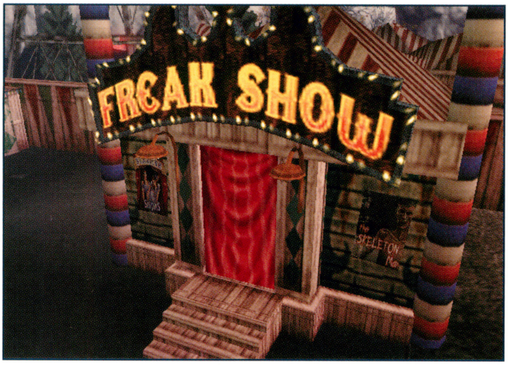


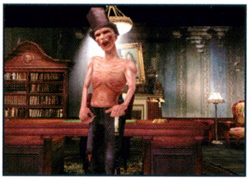
OTHER CARNIVAL ATTRACTIONS

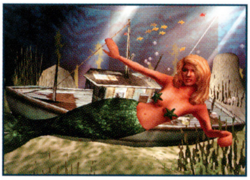
FREAK SHOW

The Freak Show tent **(i)** is located at the end of the side pathway. Just enter the tent without a ticket and check out the freaks inside. You'll see The Crazy Painted Man; Midget Wrestlers (an event you can bet on); Siamese Sisters (stop and listen to them bicker for a while); the Fat, Ugly, Bearded Woman; the Skeleton Man; and The Last Mermaid.

The
CRAZY
PAINTED MAN!







GO-KART RACING

Go-Kart (**x** on our map on page 93) racing is also available as soon as the Carnival opens in Chapter 2. After completing the first race, you unlock the Crash Helmet in your wardrobe, which allows you to avoid trouble from police when riding scooters around town. For more information on the Go-Kart races, flip back a few pages.

⚜ FUN HOUSE

The Fun House (J) is only accessible during "Funhouse Fun" in Chapter 4. There are multiple areas inside here, including an upside-down room, a maze, and a house of mirrors.

PANTY RAID (ALTERNATE TASK)

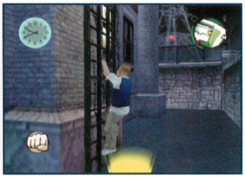
ADULT STORE, DOWNTOWN

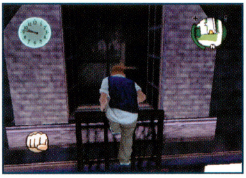
You spot the gym teacher, Mr. Burton, exiting "Come Hither," Bullworth's adult bookstore, which is directly across the street from Worn In. He tries to cover his tracks, but Jimmy's no dummy. After dancing around the subject, he says he's been placed in charge of laundry this week and he slacked on his duties. He then asks you to help by picking up the *laundry* from the girls' dorm.

Unlocking Method: Complete "Carnival Date"
Time Available: 7:00pm to midnight
Monetary Reward: $30.00

ENTER THE GIRLS' DORM.

Head back to school, toward the north end of the girls' dorm. There's a yellow marker in the small alley between the dorm and the outer wall (follow the yellow X on the radar). This brings the lattice on the chimney to your attention. Climb the lattice to the top floor, then enter through the open attic window.

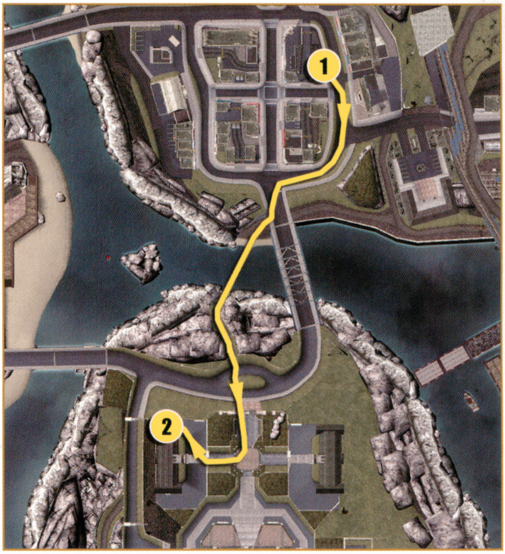




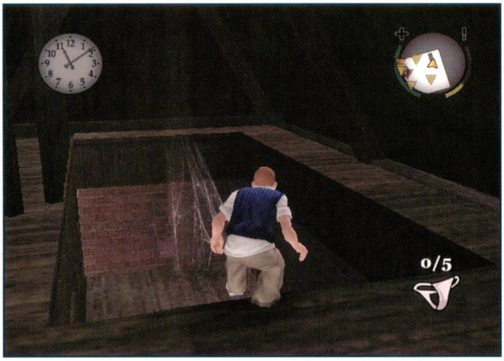
COLLECT THE PIECES OF "LAUNDRY."

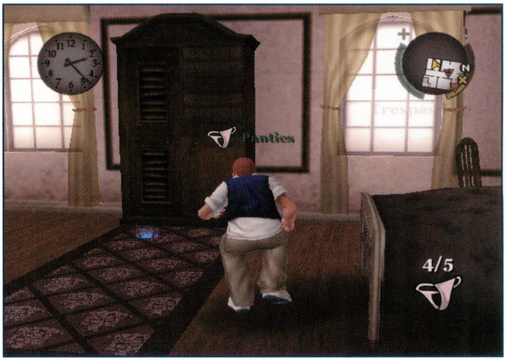
This is not a timed mission, but you are trespassing, which raises the difficulty level. If you're caught by the hall monitor, you are thrown out of the girls' dorm. The mission is not failed, but you must climb back to the attic to re-enter. A meter appears at the top of the screen and you must find five panties. Each pair appears on the radar as a yellow blip. There aren't any in the attic, so all blips are triangles, indicating they are on the floor below.

Head to the opposite end of the attic, find the nearby G&G Card, and then walk down the stairs to the second floor. Only the hall monitor and panties are shown on the radar (not students). However, this doesn't mean you should allow them to spot you, because they'll do their best to alert the hall monitor.



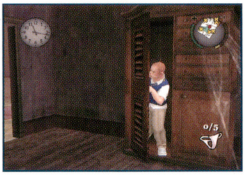
There's a girl at her desk inside. She may squeal, but it won't matter if the hall monitor is far away. Sneak in, grab the panties on floor at the foot of her bed, and return to the hallway.

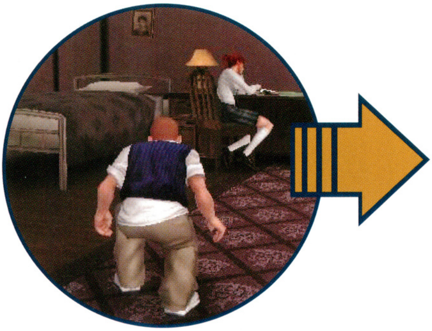




Sneaky

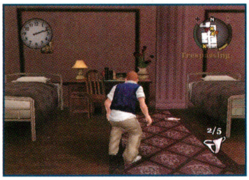
Notice the blue marker near the wardrobe at the bottom of the attic stairs. All dorm rooms have wardrobes that can be used as a hiding place. Dash inside one if the hall monitor get close (keep your eye on the radar). The first panty can be found in the room across the hall from your attic entryway.





The Sneak

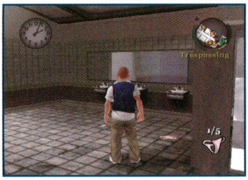
Press R3 to crouch down while you explore the dorm. Sneaking in the crouched position lowers your walking noise level, making it harder for the girls and prefects to hear you moving. You can even sprint while crouching, if you need to be both fast and quiet.

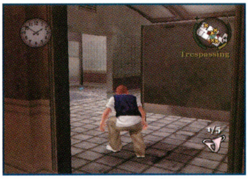


The next closest "laundry" item is in the room next to and on the same side as the attic access room. The panties are behind the bed. Continue down the hallway, cautiously collecting panties by following the yellow Xs on the radar while avoiding being spotted by girls or hall monitor. Again, it's not a timed mission, so be patient and hide out in wardrobes if the hall monitor get near. If you wait long enough, their patrol route takes them to the lower floor, making this challenge much easier.

Bathroom Trouble

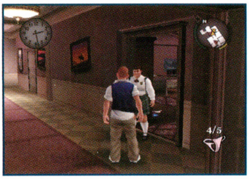
When you enter the bathroom, you can find the panties on the floor near the sinks between the stalls and the shower room. There's a Rubber Band in here.

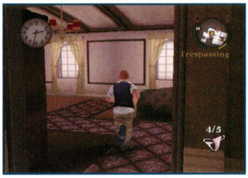




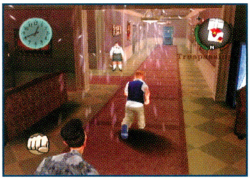
Eunice's Room

The final pair of panties is found in Eunice's room. She often decides to move and block the doorway as you approach. If this happens, head into a nearby room and wait until she moves. Do not hit her, though, as this raises your trouble meter with acts of female violence and puts the prefects on high alert.





Escape the girls' dorm.



After collecting the fifth pair of panties, a girl screams, "There's a pervert in here!" This is your cue to get the heck out. There's no reason to be sneaky. The fire alarm is pulled, water is spraying everywhere, and girls are running around like crazy, so sprint downstairs and exit through the front door.

Take the "laundry" to Mr. Burton.

Follow the X to Mr. Burton, who is now just outside the main gates of the school. You trade the panties for 30 bucks.

BUS STOP
BW Transit

RACE THE VALE

Boys Dorm Hallway

You're not on your own... where is everybody?

This mission is found back in the boys' dorm hallway where you find Petey watching TV alone. Gary's nowhere in sight. He makes himself scarce now that he's obviously trying to bring you down. Petey says everyone is at a bike race in Old Bullworth Vale. You decide to join in and invite Petey along.

Time Available: 8:00am to 11:00pm
Respect: Preppy Respect -10
Monetary Reward: $15.00
Unlocks Mission: "Beach Rumble"

Get a bike.

Exit the dorm and find a BMX bike to the right as you descend the stairs. Ride the bike to the beach in Old Bullworth Vale. Follow the yellow X on the radar to the shore near your beach house. Pete's in your party. His health appears on screen, so don't do anything too crazy along the way. He leaves your party as the race begins, which happens as you near the X on the radar.

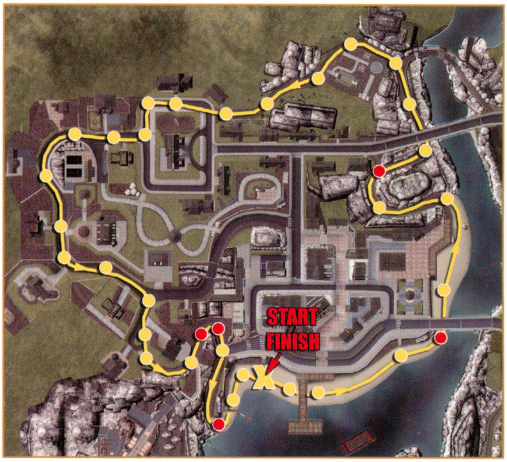
Ride to the beach in Old Bullworth Vale.
Peter

Beach Race

The race begins at the X on our map and heads east. You should do nothing but sprint on the pedals to keep your lead in this race. There are some hairy corners along the route—we've marked these with red checkpoints on our map—so if you need to slow down, just coast. Avoid braking unless it's really necessary in order to stay ahead of the pack.

TIME
POS
LAP

TIME
POS
LAP



Bike Fighting

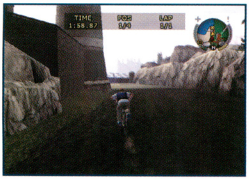
You can punch opponents that are close to you while on a bike. Select the fist icon in the weapon wheel, then press L1 or R1 to punch in the respective directions. If you have trouble keeping your speed and punching at the same time, use the same button press rhythm on both the peddle buttons and the attack buttons. This works like a charm for the non-ambidextrous. You can also throw projectile items while on the bike. Press L1 to target and R1 to throw while on the bike—the same as when you're not.

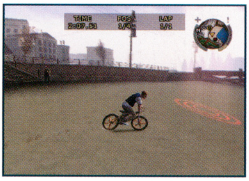
As you learned from the Bike Fighting tip, you can throw projectile items like eggs and stink bombs. The opponents in this race don't get that underhanded, but the ones participating in the alternative task bike races will use this tactic to get ahead. The best thing to do is concentrate on the course rather than on fighting to stay ahead of the pack. Track your opponents' movement on the radar; they appear as red dots.

TIME
POS
LAP

TIME
POS
LAP

When approaching the tough corners (indicated on our map as red checkpoints), use the right control stick to turn the camera slightly in the direction of the blind corner. This helps you steer for what lies ahead. Hitting bridge supports and corners can cost you the race. This is especially true in the last stretch as you round the lighthouse (your house). The finish line is in the same spot where you started the race.



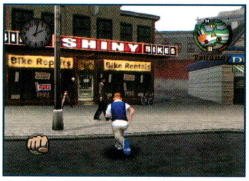


Upon completion of the race, the owner of Shiny bike shop says your trophy is waiting inside. This introduces the next mission, "Beach Rumble."

BEACH RUMBLE

Shiny Bicycle Shop

After completing Race the Vale, Shiny bicycle shop's owner tells you to pick up your trophy at the shop. The shop is in Old Bullworth Vale, across the street from where the bike race took place. When you enter the shop, "Beach Rumble" begins. As you walk in to accept the trophy, you find the shop owner selling a bike to a greaser named Ricky. Soon after a couple of preps come in, then start an argument, steal the trophy, and run toward the beach.



Beach Rumble

Get your trophy back from Gord.

Grab the bike from the storefront or just sprint to your beach house. Ricky has volunteered to help you. Along the way, select the slingshot. Approach your beach house slowly and begin charging the weapon. Target and shoot as the preppies pour out of the lighthouse. Aim for their heads and use only charged shots. Try to take out as many as you can before they reach you and Ricky.

Time Available: 8:00am to 11:00pm

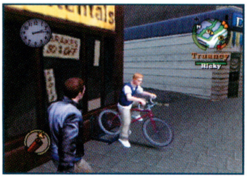
Respect: Preppy Respect -10

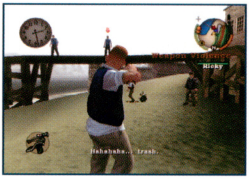
Unlocks: Bike Races

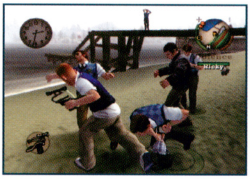
Unlocks Mission: "Tad's House"

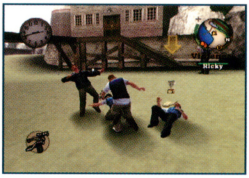
Unlocks Alternate Task: "Weed Killer"

Preppies are good fighters, so always use the boxing techniques you learned in the gym. The same block and attack technique works with fighting out here in the "real" world. Gord is one of the last preps to come out of the house. Use the slingshot a few times, then unleash your fists on him. When he's defeated, the trophy is dropped. Pick it up to complete the mission and unlock the bike races found all around town.









WEED KILLER (Alternate Task)

Biology Room, 2nd floor, Main School Building

Dr. Watts, the creepy, old Biology teacher is proud of his Crapula Maxima Fortissima. He says it's a rare and precious Venus Fly Trap—we believe the professor's science is full of crapula. He's jealous that Mr. Harrington gave his son, Derby, such a plant to belittle the teacher's collection. He wants you to destroy it.

They keep that plant to belittle my collection.

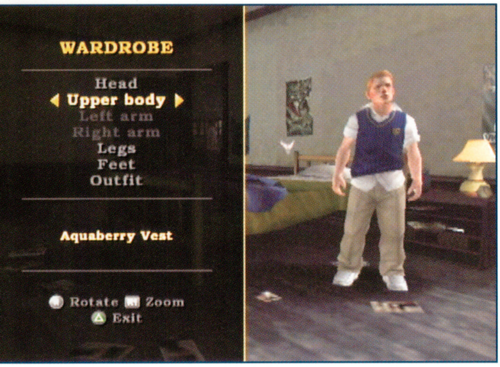
Unlocking Method: Complete "Beach Rumble"

Time Available: 8:00am to 9:00am, 11:30am to 1:00pm, and 3:30pm to 7:00pm.

Monetary Reward: $30.00

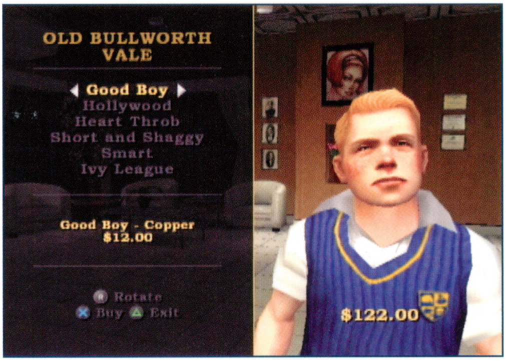
Don an Aquaberry Vest to disguise yourself as a preppy.

If you're not already wearing the Aquaberry Vest, head to your dorm and change.


WARDROBE
Head
Upper body
Left arm
Right arm
Legs
Feet
Outfit
Aquaberry Vest
Rotate Zoom
Exit

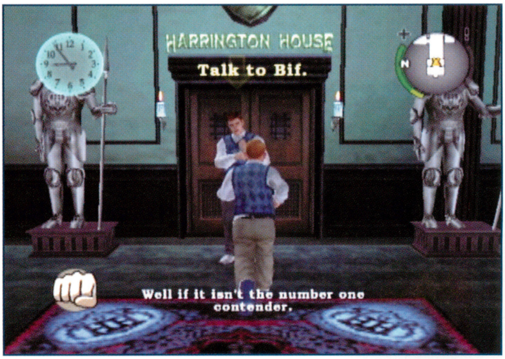
Get a haircut from the salon in Old Bullworth Vale.

Follow the yellow X into Old Bullworth Vale and get a haircut from Old Bullworth Vale Hair, Nails & Beauty." Choose any of the available haircuts; it's where the preppies go. Well… now don't you look nice?


OLD BULLWORTH VALE
Good Boy
Hollywood
Heart Throb
Short and Shaggy
Smart
Ivy League
Good Boy - Copper
$12.00
Rotate
Buy Exit
$122.00

Enter Harrington House disguised as a preppy.

Follow the yellow X to the Harrington House (the preppies' dorm on campus), then enter and speak to Bif, who's guarding the entrance to the main hall. Press L1 to target him, followed by ⊗ to speak nicely and gain entry.

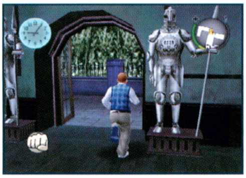

HARRINGTON HOUSE

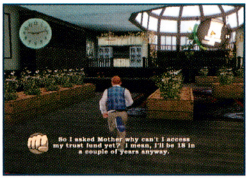
Talk to Bif.

Well if it isn't the number one contender.

Find the prized plant and destroy it.

The weed killer gun that you need appears on the radar as a yellow triangle. It's in the greenhouse. Head upstairs to the second floor, then access the exterior balcony. Climb the stairs from the balcony to the rooftop greenhouse. The plant and weed gun are on the raised, stage-like area in the back of the room.

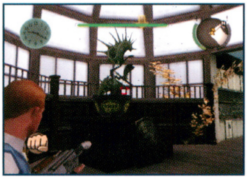


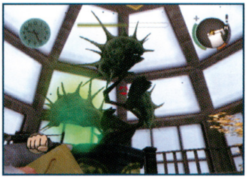


So I asked Mother why can't I access my trust fund yet? I mean, I'll be 18 in a couple of years anyway.

Kill the weed.

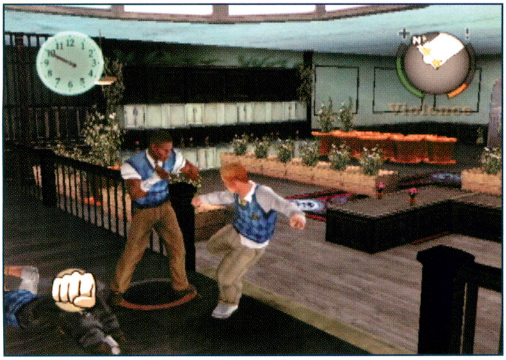
Take the weed killer gun from the back-left counter. The Venus Fly Trap's health appears in the top-center of the screen. Press up on the D-pad to enter aim mode. Approach the plant, which is in the center of the stage and begin shooting the poison. Get somewhat close to the plant—don't worry, it won't bite. Continue shooting the green poison at it until its health is completely drained.



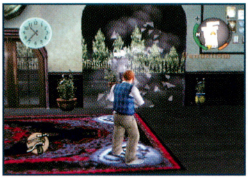


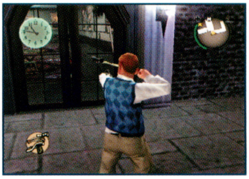
Escape the Harrington House.

The preppies get riled up after killing the plant. A couple of them enter the greenhouse and lock the doors. Your goal now is to escape the house in one piece. The poison from the weed gun does little to stop them. You're better off hitting them with it or just dropping it altogether. Remember your sweep kick maneuver; preps love to box and this move catches them off-guard. Once on the ground, mount them and beat them. These are gym class tactics. Remember to block often, since preps are skilled boxers.

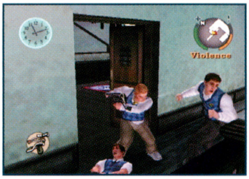


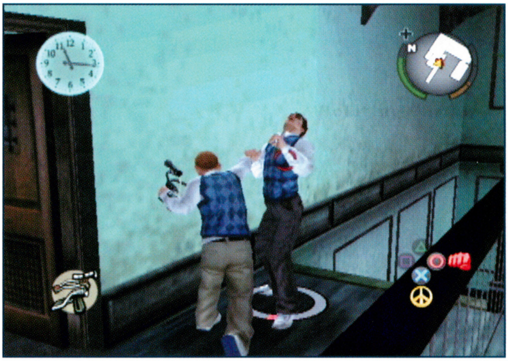
Use your slingshot to break the glass near the entry to escape. You can also push through with your shoulder tackle move (run + ●). Head down the stairs to the second floor balcony, then smash the glass door to enter the large room. You could use your slingshot to break the glass door, then charge a few shots and take out the preps in the next room. Another preppy enters the room through the next door, allowing you to head to the first floor.





Defeat the preppy that opened the door (or just run away), then take on the Bullworth boxing champ on the first floor. Remember your boxing skills. Fighting him is like being in the ring, except you couldn't use special combos there! Use grab attacks and sweep kicks to get him on the ground, then humiliate him when his health is in the red for a quick defeat. The door opens to the entryway hall once you've knocked him out, and the mission is complete when you exit the front door.





TAD'S HOUSE

Yum Yum Market, Old Bullworth Vale

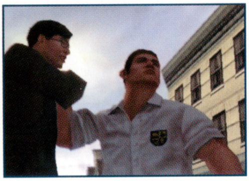
Russell has the Yum Yum Market employee in a chokehold just outside the store. You walk up and save the guy from an uncertain fate. Evidently, Russell overreacted when the shopkeeper said the word, "Dumb." After saving him, he asks how it went with the eggs and you explain the situation. The shopkeeper says Tad's parents are attending a party at his boss's house. The shopkeeper then sells you more eggs for another egging attempt.

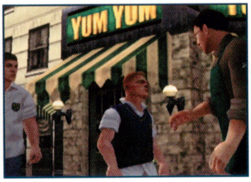
Time Available: 8:00am to 11:00pm

Respect: Preppy Respect -15

Monetary Reward: $15.00

Unlocks Mission: "Boxing Challenge"

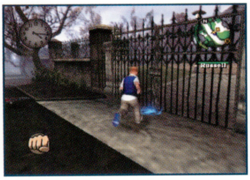


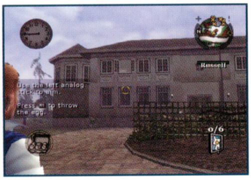


Go to Tad's house.

Russell hops on a bike, but his movement can be tracked on radar (he's the blue dot). Grab a bike for yourself and pedal back to Tad's house. Follow the yellow X back to the residential area.

You find Russell outside Tad's gate (if he beats you), at which time he joins your party. You must complete the next objective as quickly as possible. Russell is tough, but the opportunity for a real butt-kicking is always present. Enter Tad's property by opening the gate.





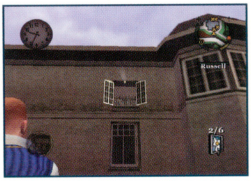
Use the left analog stick to aim.

Press ▣ to throw the egg.

Throw an egg through every open window.

Select your eggs using the weapon wheel, then use aim mode to bring up the reticle. Target the first open window in the front of the house and throw an egg into it. You have a full dozen and you only need to throw eggs through six windows, so you can miss once with each target and still make it through the challenge. The open windows appear as Xs on the radar and the windows close after an egg is thrown inside.

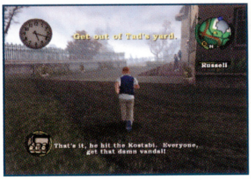
Violence
Russell



Preppies will try to stop you as you work your way around the house. This is not a timed mission and Russell will help fend off the threat the best he can. However, you should stop throwing from time to time to help knock out some preppies. They often target you instead of Russell, which means fighting is inevitable. Preppies carry eggs, so you can beat some out of them if you use all of your own.

Get out of Tad's yard.

Once you've thrown eggs through all six open windows, Tad orders all preps in the area to attack. You must now escape his yard again. This time the gates are open, so it's nothing but a sprint to the street to finish the mission. Depending on Russell's health status, avoiding all fights and just dashing for the street might be the best course of action.



Get out of Tad's yard.

That's it, he hit the Kostabi. Everyone, get that damn vandal!

BOXING CHALLENGE

LARGE PIER NEAR YOUR BEACH HOUSE

The yellow marker for this mission is on the large pier southeast from your beach house. Pete is sitting on a pier bench and you ask him how to conquer the preppies. He suggests beating their best in a public fight.

Time Available: 8:00am to 1:00am

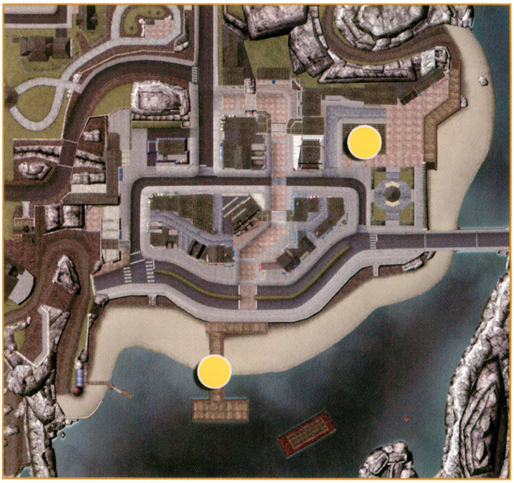
Unlocks Item: Boxing Outfit

Unlocks Mission: "Dishonorable Fight"

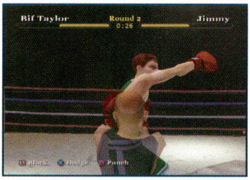
GO TO THE BOXING CLUB.

Enter the boxing gym where the preps hang out. Once there, Bif accepts your challenge to fight for the championship.

DIVISION
MPIONS



BEAT BIF TAYLOR



The boxing challenge with Bif is similar to previous challenges you've had in missions such as "Prep Challenge" and "Boxing." If you have not already completed the four stages of "Boxing," we suggest you do so before taking this mission. Completing each level of "Boxing" gives you increased punching power. With this power, Bif will be a pushover.

For help with this fight, refer back to the aforementioned missions. You'll learn how to stay on your feet and sneak in your combo punches, as well as when to block and dodge. Jimmy really rubs the preps noses in it once the fight is won. This so enrages them that they decide to retaliate, which leads directly into the following boss-like battle...

DISHONORABLE FIGHT

Defeat Derby

Derby and the boys decide to gang up on you and defeat the new champion boxer. Their pride won't allow a middleclass kid to be their champ. Your objective is to beat Derby—the tall, blonde preppy. You hear him say he's going to get a drink, but don't mistake him for the prep at the nearby drink machine. Derby heads upstairs to the bar. Beat up all who stand between you and the entryway stairs, then run upstairs and enter the bar. You find Derby helping himself to some drinks. Notice the Rubber Band on the floor at the end of the bar. Take it when it's convenient to do so.

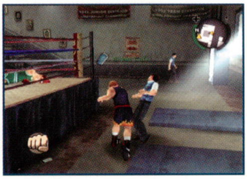
Respect: Nerd Respect +10, Preppy Respect +100

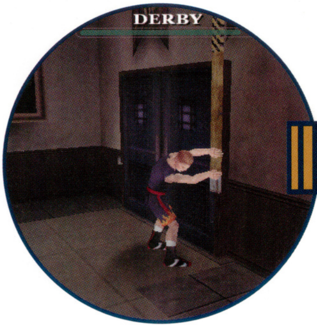
Unlocks: Chapter 3

Unlocks Area: New Coventry

Unlocks Mission: "Jealous Johnny"

Unlocks Alternate Tasks: "Cook's Crush" and "Nerd Challenge"

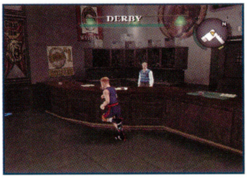




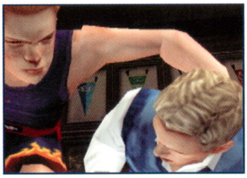
Barricade the Doors

As soon as you can, run to each of the double doors in the bar and face the blinking boards on the doorjambs. Press △ repeatedly to lower the board over the doors. This creates a barricade and prevents any reinforcements from arriving. Derby calls for backup midway through the battle. Make sure to get both sets of doors. That way, his preppy backup will not be able to get into the room when Derby hops back behind the bar during the course of the fight.

Initially, you and Derby are not alone. You'll have to finish off the other preps that enter the room before you have a chance to get at Derby, who hangs behind the bar for a few moments. Try to take on one preppy at a time. They drop sodas, so make sure you pick those up if your health is low.

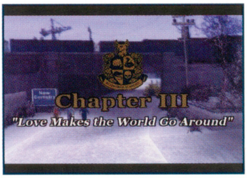


Use your boxing training and the combos you learned from the hobo and in gym class to quickly defeat Derby. Once his health is drained and the others in the room are permanently on the floor, the mission is complete.



Chapter 3 Unlocked

Completing this task unlocks Chapter 3 and 100% preppy respect. With this comes the accessibility to a new area of town, New Coventry.



Boys Dorm

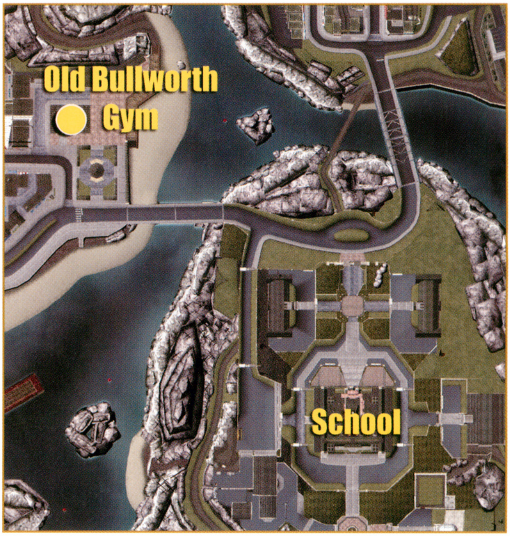
Back in the dorm, Jimmy and Petey throw darts and revel in your accomplishments. Just then, a greaser barges in and asks Jimmy to help his friend, Johnny Vincent. You blow him off and insult him. But after he leaves, Petey explains that he is the head of the greaser clique and that getting friendly with him could help you get to Gary.

BOXING (ALTERNATE TASK)

Unlocking Method: This mission is unlocked as soon as Chapter 2 is unlocked when the school gates are opened.

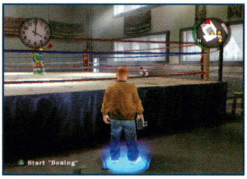
Time Available: 3:30pm to 12:30am

Unlocks: Four levels of increased Punch Damage (one level per defeated challenger)


Old Bullworth
Gym
School

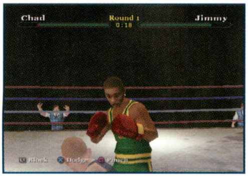
OLD BULLWORTH VALE GYM

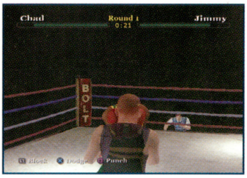
This challenge is available as soon as you unlock Chapter 2. It's located in the large boxing gym in Old Bullworth Vale. At 3:30pm, a blue marker appears next to the boxing ring—the side facing the entrance to the room. We recommend completing this challenge before going in the ring with the same characters in the main story mission, "Prep Challenge." Winning these fights gives you more punching power.


Start "Boxing"

BOXING TECHNIQUE

Each of the fighters you face has his own style of fighting, but you can beat all the boxers with ease by using the same simple fighting strategy. The key to winning these fights is to hold a blocking position while your opponents unleash their combos, then release your own combo the moment they make their last swing. It's even better if you dodge the last swing in their combo to avoid being knocked back. This allows you to lay into them quicker with your combo.


Chad
Round 1
0:18
Jimmy
Block
Dodge
Punch


Chad
Round 1
0:21
Jimmy
Block
Dodge
Punch

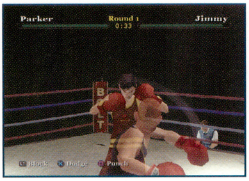
You cannot use any special combos in this fight. You are limited to the boxing combo: ■ x5. Some opponents are less aggressive than others, and they may not throw a punch if you just hold a block. You must entice them to punch by lowering your block momentarily, then back up, dodge left or right, or throw a single punch. As soon as you entice them to punch, block and then let 'em have it again!

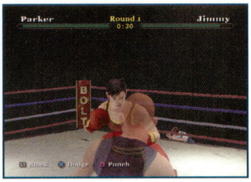
Justin
Round 1
0:29
Jimmy
Block
Dodge
Punch

Justin
Round 1
0:23
Jimmy
BOLT
Block
Dodge
Punch

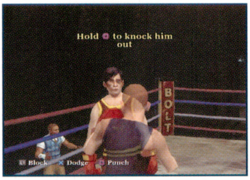
The Rules

Each round is timed. A digital clock in the top-center of the screen counts down the seconds for each round. If you do not finish your opponent in the first round, you both go to your corners and regain a small amount of health. When the bell rings, the next round begins. Your opponent's name and health meter appear at the top-center of the screen.


Parker
Round 1
0:33
Jimmy
B O L T
L1 Block
⊗ Dodge
□ Punch


Parker
Round 1
0:30
Jimmy
B O L T
L1 Block
⊗ Dodge
□ Punch

Once you beat your opponent down, you are instructed to knock him out. This is done by pressing and holding ■ until Jimmy releases his power punch. If you don't do this quickly enough after being prompted to do so, you miss the opportunity and your opponent "wakes up" and begins fighting again. If this happens, land a few more punches to try the knock out move again.

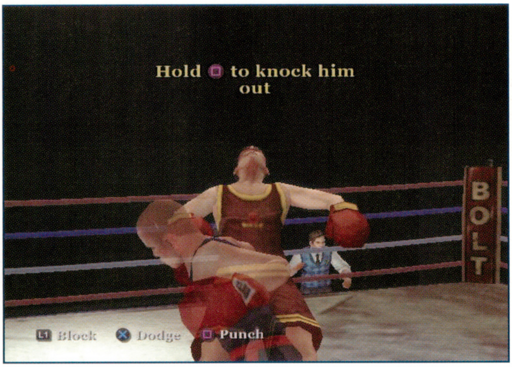


Hold □ to knock him out

B O L T
L1 Block
⊗ Dodge
□ Punch

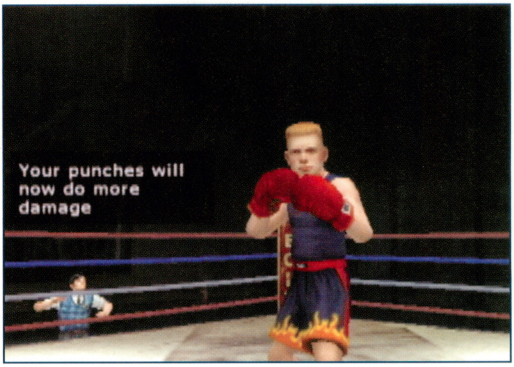
Press L1 to block, ⊗ to dodge, and ■ to punch. To dodge one way or the other, tilt the left analog stick to the left or right while pressing ⊗.

Each subsequent fighter is more difficult than the previous one. You are sent out of the ring after each fight. To continue through challengers, you must return to the marker and restart the challenge. There are four contenders: Chad, Justin, Parker, and Bryce. Once you are through these four lads, you should fight one more time to get the randomly selected fighter and beat him to get that small percentage point toward 100% completion of the game.



Hold □ to knock him out

B O L T
L1 Block
⊗ Dodge
□ Punch



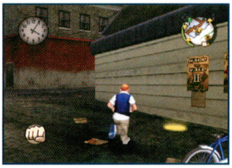
Your punches will now do more damage

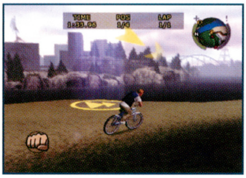
BIKE RACES (ALTERNATE TASK)

Bike races are unlocked after completing Chapter 2 "Beach Rumble" and are only available from noon to 11:00pm. You unlock a race at Bullworth Academy in Chapter 5. Since you must get off your bike to begin the race, you will ride the last bike you were on before starting the race when it begins. If you don't arrive on wheels, then you are given a bike similar to the one your opponents ride. Better bikes are unlocked and placed in your Shop garage by completing Shop classes.

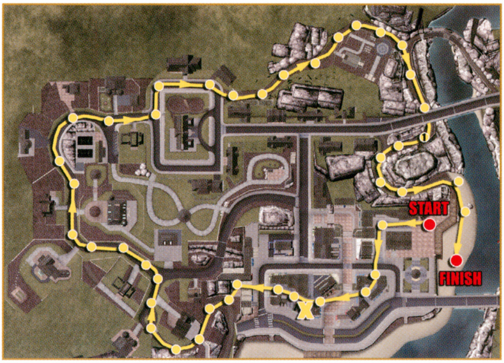
BULLWORTH VALE CHALLENGE

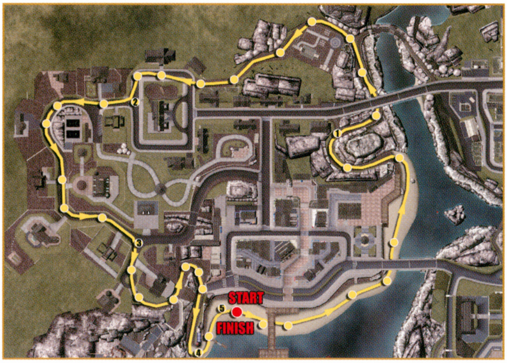
The Bullworth Vale Bike Race sign-up location is on the side of the Bullworth Vale bike shop, Shiny Bike. The sign-up poster is on east alley wall. Each time you complete a race, a new sign-up sheet appears on the alley wall.





Also beware as you leave the rich neighborhood through the last street checkpoint **(1)**. You must veer left on to the dirt path as you pass through this checkpoint. It's easy to miss the dirt route. The race finishes on the beach; not through the starting line on the street.





BULLWORTH VALE BIKE RACE 1

Reward: $20

Laps: 1

This is a very long race, as the map indicates. You begin near the beach and head west toward the rich neighborhood. Watch out for cars in this area. The turns are blind and so are the drivers. Cut corners everywhere you can. Avoid riding down the middle of the roads to prevent head-on collisions.

TIME
0:57.66
POS
1/4
LAP
1/1

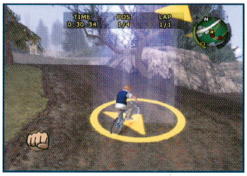
BULLWORTH VALE BIKE RACE 2

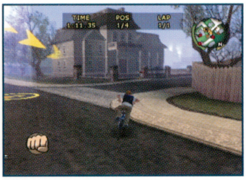
Availability: Complete Vale Bike Race 1

Reward: $25

Laps: 1

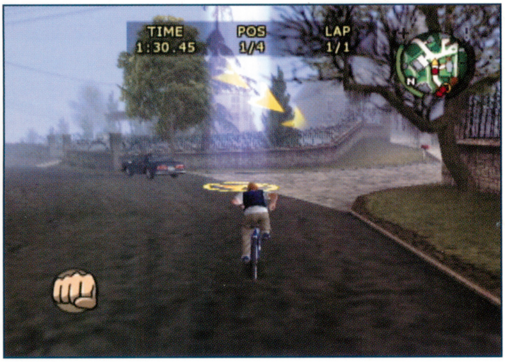
This race begins on the beach and heads east along the shoreline. Watch out for checkpoint **(1)** along the dirt path, just off the beach. It's easy to miss the tight right turn that heads under the bridge. If you end up on the road to the north, you've really messed up.



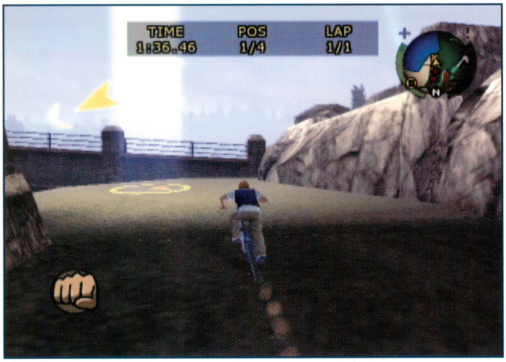

TIME 1:11.35
POS 1/4
LAP 1/1

You can seriously trim the corner across the lawn at checkpoint **(2)**. The markers give you a lot of leeway, so test them on this turn for a good shortcut.

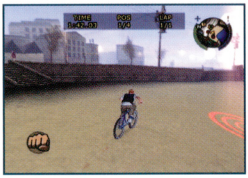
Cut the corner at checkpoint **(3)** as you head into and through the cul-de-sac.

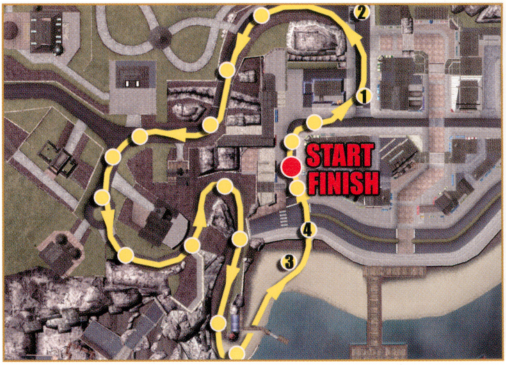

TIME 1:30.45
POS 1/4
LAP 1/1

Take checkpoint **(4)** carefully. It's behind the lighthouse and, if you take it too wide, you'll run right into a pier support beam.


TIME 1:36.46
POS 1/4
LAP 1/1

Ride south of the last checkpoint **(5)** to avoid shooting right past the finish, which is very close and requires a sharp turn toward the water.


TIME 1:42.03
POS 1/4
LAP 1/1


START
FINISH
1
2
3
4

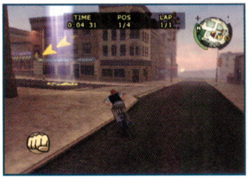
Bullworth Vale Bike Race 3

Availability: Complete Vale Bike Race 2

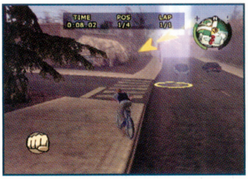
Reward: $30

Laps: 1

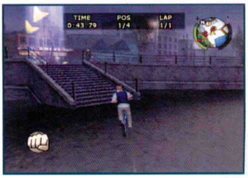
This race starts on the road west of Shiny bike shop. You face north at the starting line. There are many corner-cutting opportunities in this race. The first one is across the Burger Joint corner **(1)**.

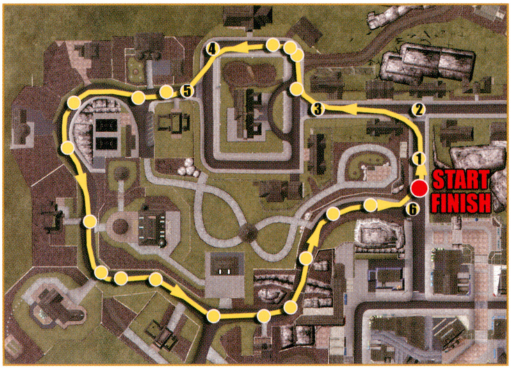

TIME 0:04.31
POS 1/4
LAP 1/1

The next checkpoint is out in the middle of the intersection **(2)**. You can cut *way* inside on this left turn and the checkpoint will still detect your distant passing.


TIME 0:08.02
POS 1/4
LAP 1/1

As you head around the lighthouse and pass under the pier, you'll see the checkpoint **(3)** a little to the left of the stairs. Do not go through it. Instead, pass closely along its right edge so you have a better line going up the beach stairs for the next checkpoint on the sidewalk **(4)**. Shoot across the street for the final two checkpoints, the last being the finish line.


TIME 0:43.79
POS 1/4
LAP 1/1


1
2
3
4
5
6
START
FINISH

BULLWORTH VALE BIKE RACE 4

Availability: Complete Vale Bike Race 3

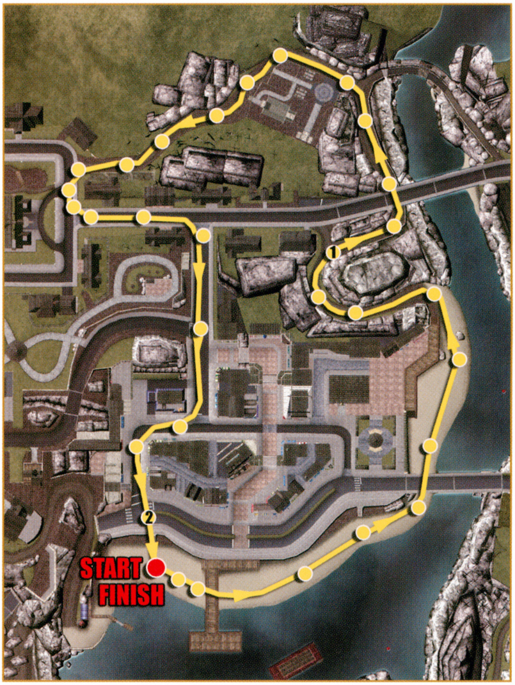
Reward: $35

Laps: 1

Punch your opponents at the beginning of this race **(1)** while pedaling strong, then cut the corners at the following checkpoints (2, 3, 4, 5, 6). This is a short race with a plenty of corners to cut.

TIME
0:07.90
POS
1/4
LAP
1/1

TIME
0:49.16
POS
1/4
LAP
1/1
-0.83


1
2
START
FINISH

BULLWORTH VALE BIKE RACE 5

Availability: Complete Vale Bike Race 4

Reward: $40

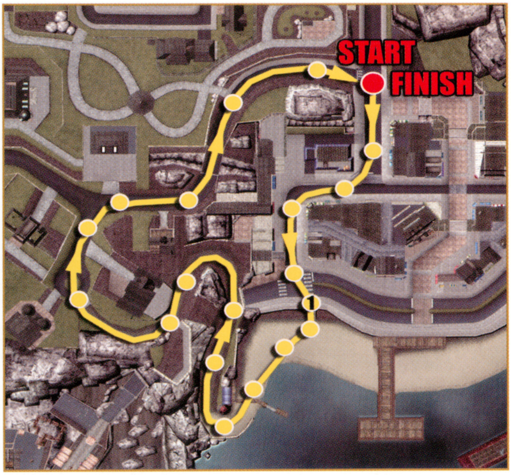
Laps: 1

This race is similar to Vale races 1 and 2, but it's much shorter as it cuts out the neighborhood section of the course. The most difficult part of the race is making sure you don't overshoot the sharp turn at checkpoint **(1)**, as you've already learned in the two other races.

TIME
POS
1/4
LAP
1/1

The second tricky part is to be aware that when you return to the main beach road at checkpoint **(2)**, you must continue south to the beach by riding down the beach stairs. The finish line is on the beach in the same place you started the race.

TIME
POS
1/4
LAP
1/1


START
FINISH
1

Bullworth Vale Bike Race 6

Availability: Complete Vale Bike Race 5

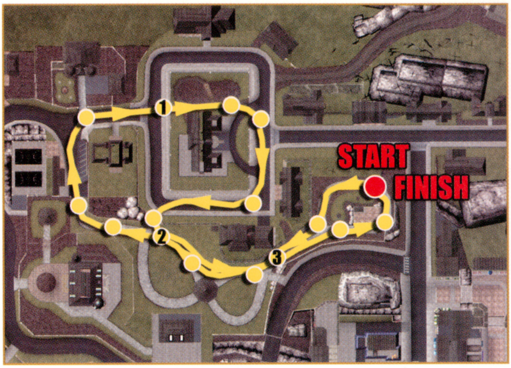
Reward: $45

Laps: 2

This course is rather easy to navigate, but it probably feels backwards to you, since you are heading in the opposite direction as the previous Vale races. This two-lap race begins and ends at the Burger Joint. When you head south toward the beach for the first time, be aware that you will ride down the beach stairs **(1)** and turn right toward the lighthouse. Watch out for traffic and cut every possible sidewalk corner to get ahead of the competition.

TIME 1:04.29
POS 1/4
LAP 2/2
Truancy

TIME 0:57.86
POS 1/4
LAP 2/2


1
START
FINISH
2
3

Bullworth Vale Bike Race 7

Availability: Complete Vale Bike Race 6

Reward: $50

Laps: 1

This is a short, one-lap race that begins in Bullworth Vale Gardens Park. It starts in the north section and heads west. You wind through the park past the gazebo, then out into the nearby neighborhood. At checkpoint **(1)**, you have to jump a metal railing over a street wall and into the retirement home yard.

TIME 0:08.09
POS 1/4
LAP 1/1
Truancy

TIME 0:22.06
POS 1/4
LAP 1/1
Truancy

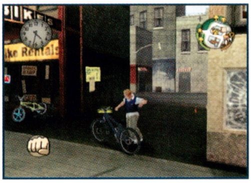
Cut sidewalk corners as you head back into the park. When you enter the park, turn left to head back along the same route. It's easy to miss that sharp turn **(2)** and follow the path to the south, which feels more natural. Turn left up the path to the picnic area **(3)** and circle around to the finish line.

TIME 0:35.18
POS 1/4
LAP 1/1
BULLWORTH VALE GARDENS

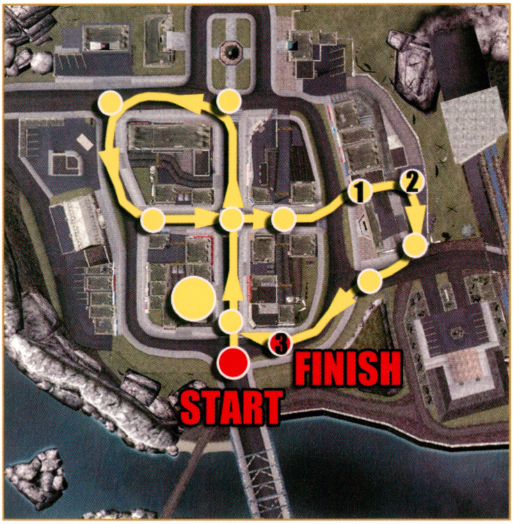
TIME 0:47.47
POS 1/4
LAP 1/1

BULLWORTH TOWN BIKE RACES

The Bullworth Town races sign-up poster is on the Shiny bike shop north alley wall.



When you reach checkpoint **(3)** the first time, you must turn right back through town for another lap. The next time you pass that checkpoint, it will be the finish line.

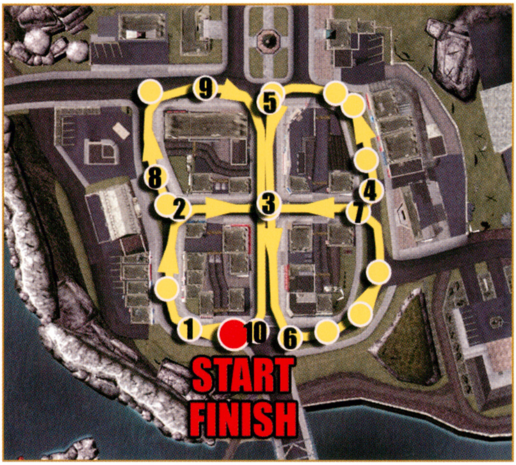


BULLWORTH TOWN BIKE RACE 1

Reward: $20

Laps: 2

This is a two-lap race through and around Bullworth Town's central business area. You start just north of the bridge and head north through the main street. Punch opponents, dodge cars, and cut sidewalk corners. As you pass back through the middle of town, you reach an alley checkpoint **(1)**. As you exit the alley, cut sharply to the right through the next checkpoint **(2)**. It can be confusing which way to turn there. Follow the checkpoint arrow.



BULLWORTH TOWN BIKE RACE 2

Availability: Complete Bullworth Town Bike Race 1

Reward: $25

Laps: 2

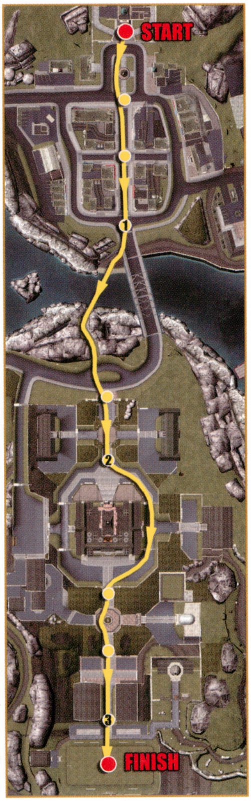
This is a two-lap race along the same streets you raced in the previous Bullworth Town race. It looks more confusing on the map that it really is. Cut corners, avoid cars, and punch your opponents every chance you get. You begin the race near the bridge, but you start out facing west this time. Follow our numbered checkpoints to get an idea of how the laps pass through town.

BULLWORTH TOWN BIKE RACE 3

Availability: Complete Bullworth Town Bike Race 2

Reward: $30

Laps: 1


START
1
2
3
FINISH

This race starts on the steps of city hall and heads south all the way to the school football field. Swerve left or right around the city hall statue, but cut it close for a straight line to the first checkpoint on the other side.

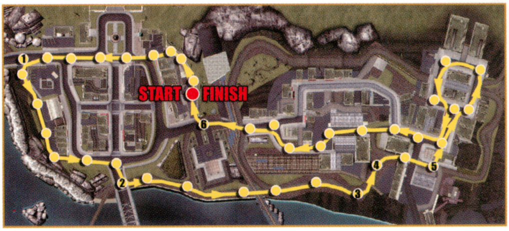
TIME 0:03.00
POS 2/4
LAP 1/1

As you pass through the checkpoint before the bridge **(1)**, veer to the right to hit the shortcut wooden bridge that places you right in front of the academy. Once on the school grounds **(2)**, you get to choose which way you want to reach the checkpoint on the back side of the school.

TIME 0:12.19
POS 1/4
LAP 1/1

Drive past the gym and through the last checkpoint **(3)** over the stairs and speed pedal to the finish line in the middle of the football field.

TIME 0:45.27
POS 1/4
LAP 1/1


START
FINISH
1
2
3
4
5
6

BULLWORTH TOWN BIKE RACE 4

Availability: Complete Bullworth Town Bike Race 3

Reward: $35

Laps: 1

This is a lengthy one-lap race that begins facing north in an alley behind Worn In. You cruise past city hall, heading toward Vale. But, you turn sharply to the left **(1)** before the bridge and take a back path southward. Don't miss the turn; it's easy to do.

TIME 0:15.01
POS 1/4
LAP 1/1

You head east for the south bridge to the school, but again, turn sharply left before crossing at checkpoint **(2)**. Follow the shoreside dirt road to the sharp left **(3)** toward the rail track.

TIME 0:27.81
POS 1/4
LAP 1/1

Going over the dirt ramp checkpoint **(4)**, head straight over the ramp to the alley; don't take the tunnel to the extreme right as you did in a previous race.

TIME 0:46.99
POS 1/4
LAP 1/1

Don't miss the sharp left through the alley at checkpoint **(5)**.

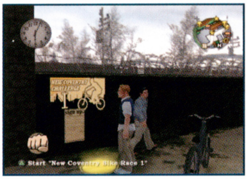
TIME 0:51.19
POS 1/4
LAP 1/1

Circle through New Coventry and head west to checkpoint **(6)** as you approach the original alley where you started the race. Turn sharply to the right and sail through the finish.

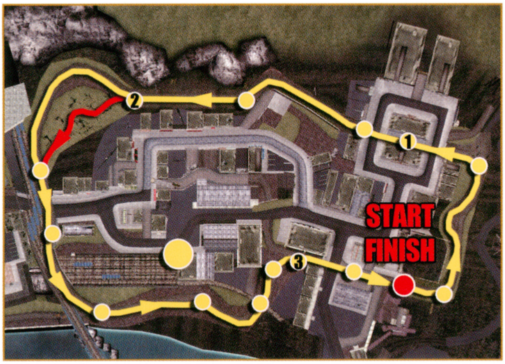
TIME 1:31.31
POS 1/4
LAP 1/1

NEW COVENTRY CHALLENGE

The New Coventry Bike Race sign-up location is outside the BMX/Skateboard Park. The sign-up poster is on the outer sidewalk wall, facing the street.


NEW COVENTRY CHALLENGE
SIGN UP

Start "New Coventry Bike Race 1"


2
1
START
FINISH
3

NEW COVENTRY BIKE RACE 1

Reward: $30

Laps: 2

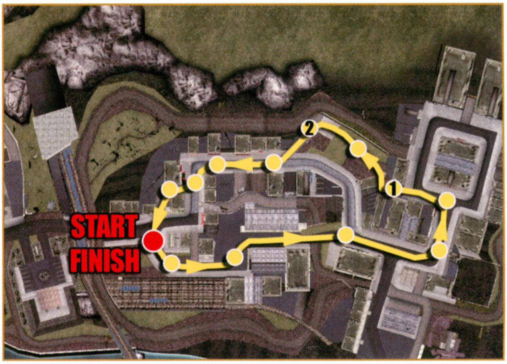
A mountain bike is a smart choice for the terrain on this course. As you pass through the alleyway checkpoint **(1)**, look for cars blocking the street. Use the ramp on the left at the alley exit to avoid accidents.

TIME
0:11.21
POS
2/4
LAP
1/2

At the checkpoint before the big corner **(2)**, use the dirt path that cuts inside the turn for a big shortcut. Drive on the left side of the course divide **(3)**. Avoid going through the tunnel; the following checkpoint is in the street just before the start/finish line.

TIME
0:26.07
POS
1/4
LAP
1/2

TIME
0:47.46
POS
2/4
LAP
1/2


2
1
START
FINISH

NEW COVENTRY BIKE RACE 2

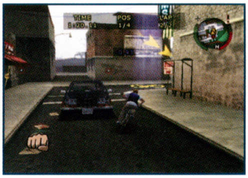
Availability: Complete New Coventry Race 1

Reward: $40

Laps: 2

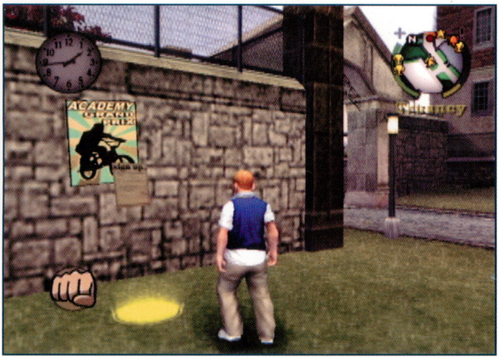
This race is mostly about avoiding traffic and cutting every city block corner you can. Punching competitors off their bikes maintains your unfair lead. Watch out for the tight corner **(1)**, turn into the alley, and **(2)**, a narrow alley corner just before a street ramp.

TIME
0:06.96
POS
3/4
LAP
1/2


TIME
1:20.11
POS
1/4
LAP
2/2

BULLWORTH ACADEMY BIKE RACE

After completing all the bike races in Bullworth Vale, Town, and New Coventry, the bike race at Bullworth Academy is unlocked (only available after Chapter 5 starts). The sign-up poster and marker are on the sidewalk wall near the entrance to the parking lot. After finishing this race, you receive a bike helmet and jersey. You unlock the BMX helmet for completing all races.


ACADEMY GRAND PRIX

NEW COVENTRY BIKE RACE 1

Reward: $50

Laps: 1

This is a monster of a race, but most of it will seem very familiar, as it is made up of races you've completed in the bike races and in bike racing tasks in the main story of the game. You start the race facing north on the school's driveway, leading away from the parking lot.

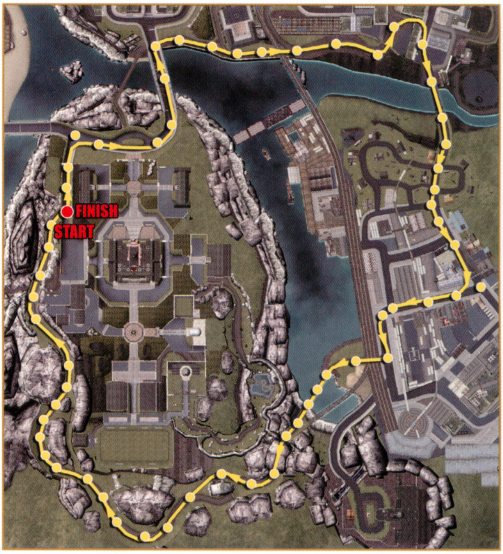
TIME
0:08.34
POS
4/4
LAP
1/1

TIME
0:24.48
POS
1/4
LAP
1/1

Once across the bridge heading toward Bullworth Town, you take the familiar shoreline dirt path to the right. Follow this to the sharp corner at the rail tracks and the following jump to the street. As you land this jump, you must cut hard to the right and take off toward Blue Skies Industrial Park.

TIME
0:44.03
POS
1/4
LAP
1/1

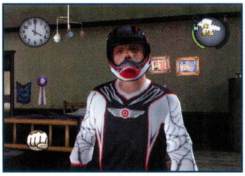
TIME
1:24.43
POS
1/4
LAP
1/1


FINISH
START

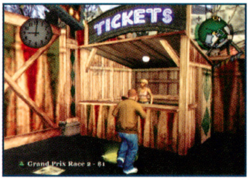
Passing the plant along its north side, you cut through the shortcut tunnel back toward the school. You ride through the south dirt path south of the observatory and follow this path (without taking the tunnel shortcut) all the way to its end in the north. This is the point it merges back into the driveway where you started the race. That's the finish. Master it to unlock the BMX helmet and jersey!

TIME
2:17.78
POS
1/4
LAP
1/1

TIME
2:25.86
POS
1/4
LAP
1/1



GRAND PRIX GO-KART RACES (ALTERNATE TASK)



The Go-Kart Races are available as soon as the Carnival opens, which is the moment you unlock Chapter 2. The Go-Kart carnival attraction is at the end of the somewhat concealed path, which is accessed beside the Big Squid ride. Buy a ticket for a Go-Kart race; once it's complete, step back into the marker and buy another ticket for the next race, and so on. Each time you step in the Go-Kart marker, the current race number appears at the bottom of the screen. After completing five Go-Kart Races, the Go-Kart street races are unlocked. Completing all the Go-Kart races (including street races) unlocks a Go-Kart near your bike garage in the school parking lot.

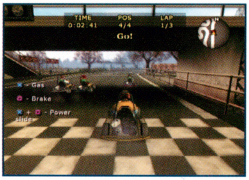
GO-KART GRAND PRIX RACES

RACE 1

Unlocks: Crash Helmet & Grand Prix Race 2

Laps: 3

The first Go-Kart race is rather easy. Stay away from the opponents; they can knock you off course. There are no turns sharp enough to require braking or drifting. You can simply decelerate to make the sharper ones. Notice the road barricades throughout the course. These are moved and removed in each race to make the course more challenging. ✖ is gas, ■ is brake, and ✖ + ■ is slide. The latter is a drifting slide move that you should use in very tight turns. Completing this race unlocks the Crash Helmet. Go to your wardrobe and place this helmet on your head to avoid trouble from the cops when you drive a scooter.



RACE 2

Unlocks: Grand Prix Race 3

Laps: 3

The difficulty is ramped up a bit this time. Take it easy through the second left turn. Either decelerate or use the slide maneuver to avoid hitting the rails of the following hairpin turn. Slide around the hairpin turn or decelerate to avoid going wide and losing your position.

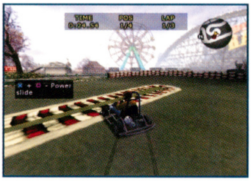
TIME
0:45.97
POS
1/4
LAP
2/3

RACE 3

Unlocks: Grand Prix Race 4

Laps: 3

This race has more straight-aways than the previous one, but you must know how to go over the hairpin turn when the slide control tip appears on screen. Use the slide *over* the turn and *not around* the turn.



RACE 4

Unlocks: Grand Prix Race 5

Laps: 4

This race has the same slide turn as the previous one. The turn does not have rails or obstructions. When you turn to slide over the narrow median, the closer to the barricaded area inside the turn you get, the easier the turn is and the further from the competition you will get. Your opponents will cut over this median, as well, so you'll lose your lead if you don't. There is an additional opponent in this race, making the challenge a little more difficult. Do your best to stay away from the other racers. Getting bumped could cost you the race.

RACE 5

Unlocks: Go-Kart Street Races

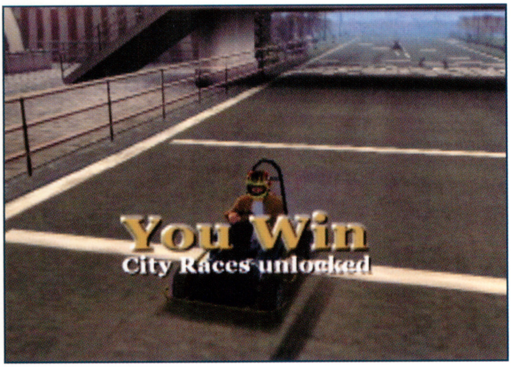
Laps: 4

This race is very similar to Race 4, only more of the track is open. The removed barricades open more winding track. There's an additional challenger in this race for a total of six opponents. Try to get ahead of the pack in the first couple turns to avoid bumping. The hairpin, sliding turn that is referred to in the previous two races is also present in this course. Slide over it to maintain your lead.

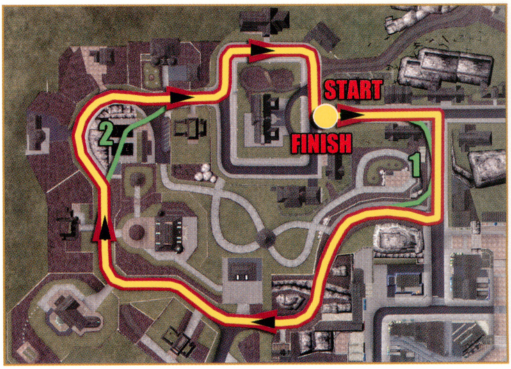
TIME
0:59.65
POS
1/6
LAP
2/4

TIME
2:19.42
POS
1/6
LAP
4/4

The Go-Kart street races are unlocked after completing this challenge. Look for additional trophy icons appearing in Old Bullworth Vale, Vale Beach, and in Blue Skies. You must wait until Chapter 5 to race the Blue Skies Grand Prix.


You Win
City Races unlocked

GO-KART STREET RACES


START
FINISH
1
2

RACE 1: OLD BULLWORTH VALE

Availability: Complete all five Carnival Races.

Reward: $20

Laps: 3

This race begins just east of the retirement home, north of Bullworth Gardens Park. You face east at the starting line and there are four opponents. The first two residential corners **(1)** can be cut significantly by driving over the corner sidewalks and lawns. Just be on the lookout for light poles and such that could stop you in your tracks.

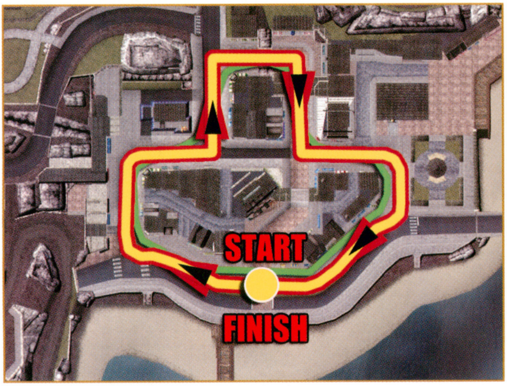
The biggest shortcut in this race is through the enclosed basketball court **(2)**. Shoot through the easy entrance, zip diagonally across the court, and be careful as you exit; there's a concrete trashcan just outside the exit. If you hit it, you'll stop dead in your tracks, making it not much of a shortcut. If you can avoid the trashcan, then take this shortcut on every lap. It's a fun and fast race.

TIME
0:26.91
POS
1/4
LAP
1/3

TIME
0:29.37
POS
1/4
LAP
1/3

TIME
0:43.65
POS
1/4
LAP
2/3

TIME
0:43.69
POS
1/4
LAP
2/3



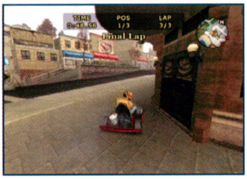
RACE 2: BEACH RACE

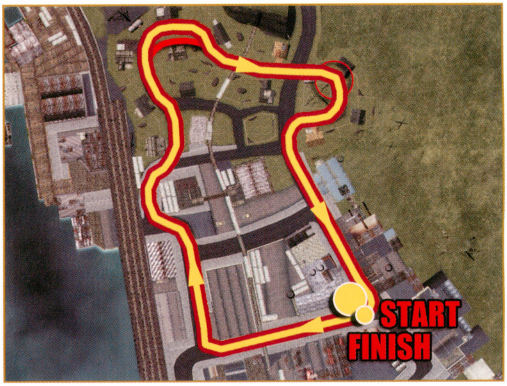
Availability: Complete all five Carnival Races.

Reward: $25

Laps: 3

This is a fun, little track that circles the shopping area in Old Bullworth Vale. There are three competitors and three laps. There's no "shortcut" except cutting all the sidewalk corners. Basically, if you ride on sidewalks, cutting the track on the inside everywhere possible, there won't be any competition. You'll leave your opponents in the dust. For fun, try hitting the bike ramps near the Crab restaurant just before the Shiny bike shop.





RACE 3: BLUE SKIES INDUSTRIAL PARK

Availability: Complete all five Carnival Races and unlock Chapter 5.

Reward: $30

Unlocks: Go-Kart appears at the school grounds Bike Garage.

Laps: 3

This is a three-lap race through the industrial area. The marker to pick up the mission is found on the corner near the entrance to the power plant (**X** on our map). The course takes you west from this corner and north up into the projects. The first right turn in the projects can be trimmed. Cut the inside of the turn across the lawn (see the red route on our map).

Watch the next tight right turn after crossing the paved road and re-entering the dirt road. It's easy to go wide and hit the road barricade (see the red circle on our map). The shortcut puts you way ahead of the competition. Do this with each lap and you've got it made.

$ JOBS

There are two different jobs in Old Bullworth Vale that you can do for extra money. Follow the "$" on the radar and map to find these activities. You can mow lawns or start your own paper route. These jobs are not active until you complete "Last Minute Shopping" in Chapter 2.

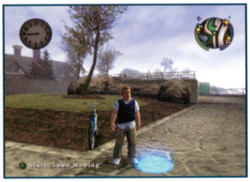
LAWN MOWING (ALTERNATE TASK)

Available: After "Last Minute Shopping"

Time: 8:00am to 8:00pm

Stages: 3

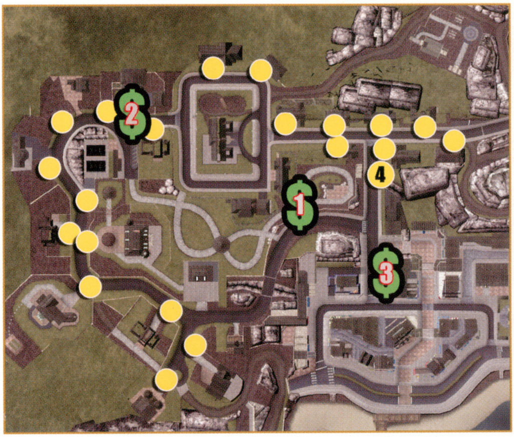
This occupation is found in Old Bullworth Vale. The first Lawn Mowing job is in the park **(1)**. Activate the small, blue marker near the picnic area. You find yourself in the nearby yard with the park attendant watching over your shoulder as you're about to mow his lawn. This is the same challenge you face after getting detention for being sent to the office three times in a row.



MOWER CONTROLS

BUTTON	ACTION
△	Get on and off the mower
□	Brake and Reverse
✕	Gas and Mow

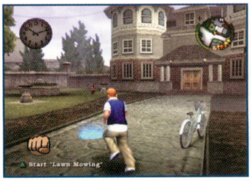
This is a timed mission. There are three stages to Lawn Mowing. In the first stage, you must cut 70% of the lawn in the time allotted. You can choose to get off the mower when you've finished mowing the requested percentage of the lawn. Or, you can continue and cut 100% for a monetary bonus. If you just cut the required amount, you earn $15. Cut the entire lawn for $25. Once you complete a stage, the next stage is begun by reactivating the nearby blue marker.



LAWN MOWING REQUIREMENTS

STAGE	GRASS TO MOW
1	70%
2	80%
3	90%

SECOND MOWING LOCATION



Once you complete all three stages of Lawn Mowing **(1)**, the Lawn Mowing job **(2)** is unlocked, although the second lawn mowing job is not available until after Chapter 4. This is the first home west of the retirement home. It's the same challenge as the other mowing job, only you must avoid four birdbaths located in a smaller yard. There's a Gnome in the yard, but it won't count against you if you hit it. Finishing just the required amount at this location gives you $20. Finish 100% of the job for $40.

If you've never mowed a lawn before, the key is to cut the perimeter and work your way toward the middle as you circle the yard.

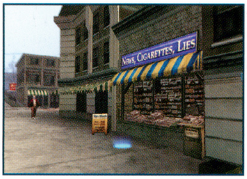
PAPER ROUTE (ALTERNATE TASK)

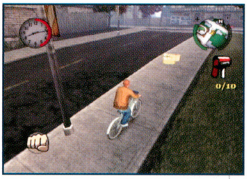
Available: After "Last Minute Shopping"

Time: 8:00am to 7:00pm (Stage 1)
1:00pm to 7:00pm (Stages 2-5)

Stages: 5

The paper route is begun by activating the marker **(3)** in front of the news stand across the street and a bit north from the Burger Joint in Old Bullworth Vale. Head north to pick up the papers further up the sidewalk **(4)**.

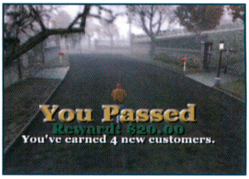




Your first mailbox is on the corner, on the same side of the street. Target-select the mailbox by pressing L1, then hit R1 to throw the paper. That's it. Or, try holding down R1 (one locked on release)–even easier! You can throw each paper a great distance and it will always hit its mark as long as nothing blocks the flight path. The challenge is to avoid targeting pedestrians. If you do, scroll through the targets with the right control stick until you get the mailbox, then fire!

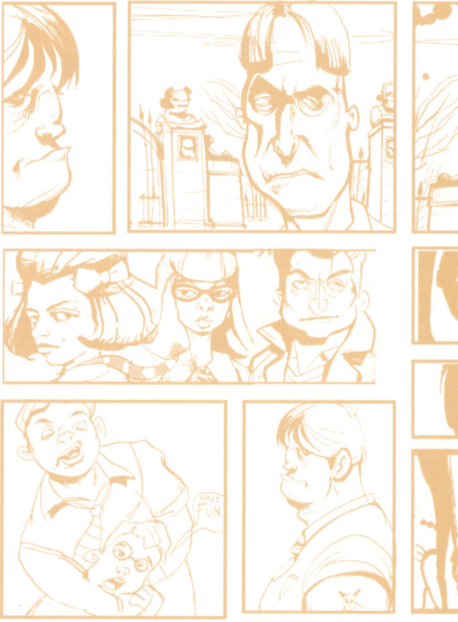
tape
big ears

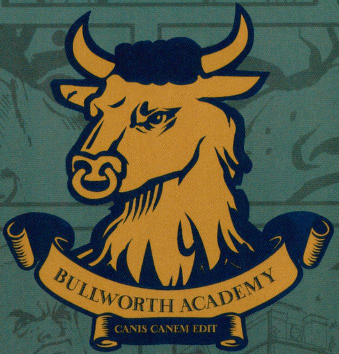
The mailboxes appear as yellow Xs on the radar (and on our map on the previous page). You have seven customers in the first paper route level. Complete the level in the time allotted to earn money and more customers, and so on, for five levels of Paper Route.

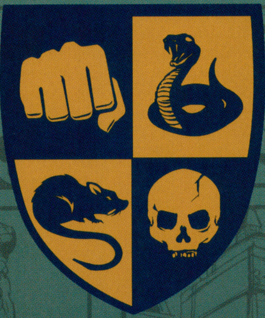


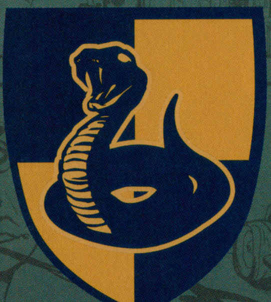
PAPER ROUTE LEVELS

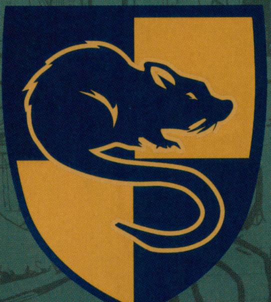
PAPER ROUTE LEVEL	NUMBER OF CUSTOMERS
1	7
2	10
3	14
4	20
5	24

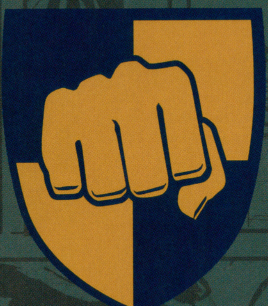


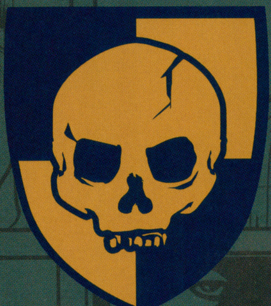

BULLWORTH ACADEMY
CANIS CANEM EDIT











ARCADE GAMES

There are five different arcade games in Bullworth; the first one is in the lounge of the boys' dorm at the beginning of the game. This particular machine is out of order until you complete "This is Your School." They wouldn't want you skippin' school to play video games. There's also an arcade machine in each of your save houses. The most convenient location for arcade gaming is in the souvenir tent at the Carnival. This location, which boasts a complete collection of all the video arcade machines, is accessible when you unlock Chapter 2.

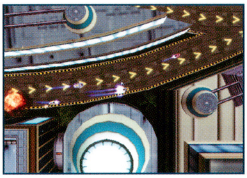
⚜ High Scores

Getting the high score in Nut Shots, Monkey Fling, and Consumo earns you the title of "Arcade Master," making all arcade machines free to play.

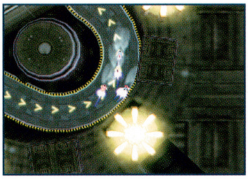
NUT SHOTS
NUT SHOTS
MONKEY FLING!!

FUTURE Street Race 2165

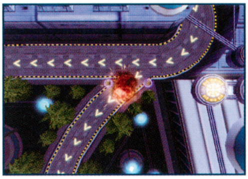
FUTURE STREET RACE 2165



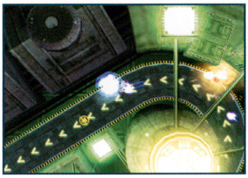
This is a top-down, 2D, futuristic hovercraft racing game. You can find it in a few places, the most convenient being the lounge in the boys' dorm and in the Carnival prize tent. Use the left analog stick to steer, press ⊗ to accelerate, R1 to fire your rockets, and ■ to reverse. There are three levels: The METROtown, The OUTback, and The NUCLEAR Section. You race against three opponents with similar ships.



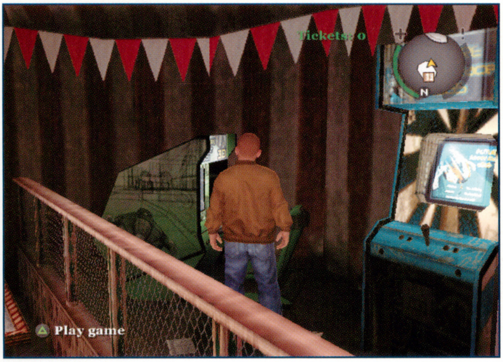
You can shoot at the opponents when they get ahead of you. However, if you start getting violent, they'll return the favor. Hold ⊗ to accelerate while steering through the track. Stay off the walls as best you can; they'll slow you down or even bounce you off course if you hit them hard enough.

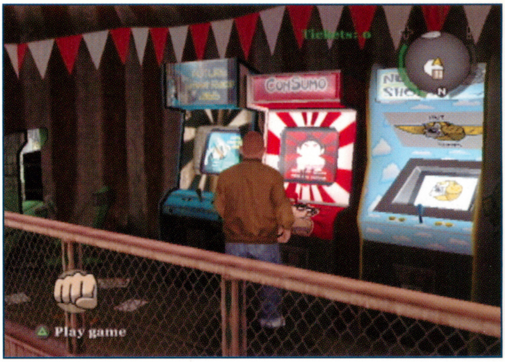


The laser gates guard shortcuts. They activate and deactivate sporadically. If you're lucky enough to be near one when the lasers are down, take the shortcut. Don't hesitate; if the lasers come back on while passing through the gate, you will be annihilated. This mostly causes a delay, as you are stopped in your tracks while your ship recovers from the blast.



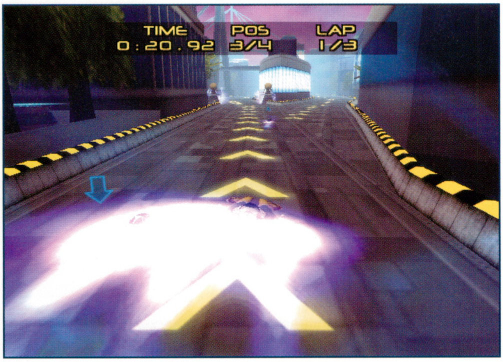
Try your best to pass over the round, yellow speed pads; they are few and far between. Hitting these thrusts you forward with a burst of speed. Passing over them on each lap will put you far ahead of the pack.



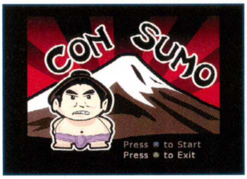


FUTURE STREET RACE 3D

Future Street Race 3D is a sit-down 3D version of the 2D Future Street Race 2165. This game is found in the beach clubhouse in Bullworth Vale, as well as the Carnival prize tent. The controls and levels are the same, only it's all in 3D, which makes it easer to steer the ship.



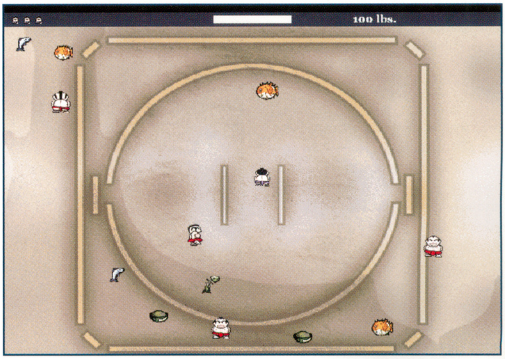
CONSUMO



Playing this arcade game is required to complete the "Nerd Challenge" in Chapter 3. It's found in the basement clubhouse of the Dragon's Wing comic shop in Bullworth Town and in the prize tent. The goal is to get your sumo to grow as much as possible by eating good food and avoiding the bad stuff. Good foods include Red Apples, Fresh Fish, and White Rice bowls. These items increase weight, which is good. Apple Cores, Fish Bones, and Rotten Rice bowls are bad foods.

If you touch blowfish, you lose a life. Also, avoid the large sumo enemies; you bounce uncontrollably off their big bellies. You don't take damage, but they can knock you into bad foods or blowfish.

You start with three lives as a small sumo, and grow as you eat. The larger the food, the more weight you gain. Food and enemies increases in size as you progress through the game and grow your sumo. Control your movement with the left analog stick. Move to eat and dodge enemies. The high score is 1,010 lbs. Beating this takes about five minutes.

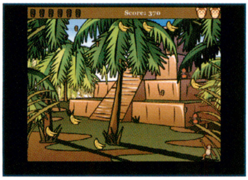


MONKEY FLING!!
NUT SHOTS

MONKEY FLING

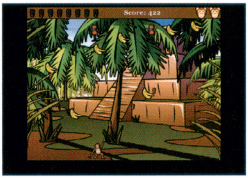
MONKEY FLING!!
Press ⊗ to Start
Press ◎ to Exit

Monkey Fling is found in the Blue Balls pool hall clubhouse in New Coventry and in the prize tent. This entertaining game involves a monkey who eats bananas to make poo, which is flung into the air to kill spiders and drop more bananas to make more poo.



Control the side-to-side movement of the monkey at the bottom of the screen with the left analog stick (you cannot jump). You start with three monkeys and die if you are hit by spiders, which drop from the top of the screen. Shoot your monkey feces into the air by pressing ⊗. You create more stinky ammo by shooting the bananas at the top of the screen to make them drop. Run over the fruit to pick it up. You can only retain 10 pieces of simian dung at one time.

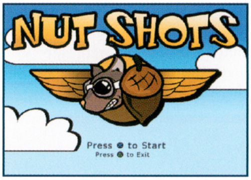
The trick to this game is to shoot a continual stream of poo into the air while scrolling from one side of the screen to the other. This knocks down bananas and spiders while picking up bananas to fuel your monkey up for more ammo. This zigzagging pattern of poopy projectiles pretty much clears the board. If you miss a spider, double back.



Since you cannot jump, a spider that makes it to the ground is a dangerous thing. They begin to crawl toward you, but soon fade away. However, this is not soon enough if you are close to the edge of the screen or cornered by two spiders. Do your best to keep the spiders off the ground. The high score to beat is 333. You earn points by defeating spiders.

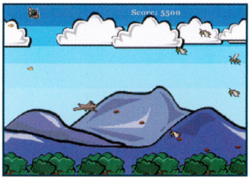
NUT SHOTS
NUT SHOTS
MONKEY FLING!!

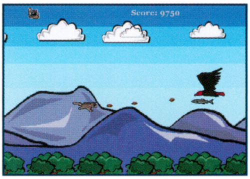
NUT SHOTS



This arcade game is only found in the Carnival prize tent. You control a flying squirrel in a side-scrolling shooting game. Destroy the enemies by shooting them. Avoid flying into the trees or you'll lose a life. You begin with three lives.

Use the left analog stick or the D-pad to move forward, backward, up, and down. Press ⊗ to fire. Destroy 10 Hornets to fight a Bat. Destroy three Bats to fight an Eagle. Destroy the Eagle for big points. Avoid the missile-like projectile Salmon the Eagle is capable of shooting at you. Avoid the Hornets' stinger projectiles and the wide sonar signal projectiles the Bats shoot.





The enemies do not explode or fade when you shoot them; they just drop. So, at first you may think your shooting is having no effect. Spray the right side of the screen with a steady vertical stream of fire by moving up and down while firing. Use more precise aiming for enemies that escape this barrage of projectile nuts. It takes quite a few shots to bring down the Eagle, and you can't destroy the Salmon attack; just avoid being hit by it as you shoot a barrage of nuts at the big bird.

APPAREL

There is a load of clothing to be had in this game. These apparel items can be purchased, unlocked through special achievements, and found inside lockers that must be picked. All clothing obtained is sent to the wardrobes in your save houses. The list of items that appear in lockers increases as you progress through the game. Purchasing all the clothing in the game earns you the title, "Fashion Victim," which unlocks the Gold Suit.

Head

Item	Location or Unlocking Method
Wrestling Helmet	Piece of Wrestling outfit
Burns & Shades	Piece of Gold Suit outfit
Gnome Hat	Piece of Gnome outfit
Game Master Hat	Piece of Grotto Master outfit
Bullworth Visor (red)	Student Store
Bullworth Visor (green)	Student Store
Bullworth Visor (classic)	Student Store
Bullworth Cap (green)	Student Store
Bullworth Cap (team)	Student Store
Bullworth Cap (classic)	Student Store*
Skater Beanie (gray)	Final Cut
Skater Beanie (red)	Final Cut
Skater Beanie (black)	Final Cut
Bandana (black)	Final Cut
Bandana (red)	Final Cut
Bandana (blue)	Final Cut
Army Wool (hat)	Final Cut
Army Bucket (hat)	Final Cut
Army Cap	Final Cut
Cap (black & red)	Final Cut
Cap (yellow & black)	Final Cut
Cap (white & black)	Final Cut
Cap (red & tan)	Final Cut
Cap (purple & black)	Final Cut
Cap (blue)	Final Cut
Top Hat	Aquaberry
Porkpie Hat	Aquaberry
Panama Hat	Aquaberry
Luxury Stud Hat (black)	Aquaberry
Luxury Stud Hat (brown)	Aquaberry
Luxury Stud Hat (gray)	Aquaberry
Wool Hat (urban style)	Worn In
Wool Hat (boarder style)	Worn In
Cowboy Hat (brown)	Worn In
Tradesman Cap (brown)	Worn In
Tradesman Cap (blue)	Worn In
Shortbeaked Cap	Worn In
Lumberjack Hat	Worn In
Unionist Hat	Worn In
Old Time Racing Hat	Worn In
Newsie Hat	Worn In
Urban Bucket Hat	Worn In
Beach Bucket Hat	Worn In
Ball Cap (white & blue)	Worn In
Ball Cap (white & green)	Worn In
Ball Cap (quartered)	Worn In
Ball Cap (white)	Worn In
Ball Cap (black)	Worn In
Ball Cap (black & white)	Worn In
Red Ninja Mask	Piece of Red Ninja outfit
Green Ninja Mask	Piece of Green Ninja outfit
Black Ninja Mask	Piece of Black Ninja outfit
Crash Helmet	Complete Go-Kart Race #1.
BMX Helmet	Complete all bike races.
Edna Mask	Smash all Tombstones.
Pumpkin Head	Smash all Pumpkins.
Bandit Mask	Found in lockers after Halloween.
Werewolf Mask	In lockers after Halloween.
Two Can Hat	Drink 500 sodas.
Firefighter Helmet	Pull 20 fire alarms.
Graduation Hat	Complete every level of every class.
Dunce Cap	Fail five classes.
Viking Helmet (plastic)	Find all the hidden collectibles.
Mascot Head	Piece of the Mascot outfit.
Bike Helmet	Piece of BMX Champion outfit.
Checkered Party Hat	Carnival Prize Tent
Angel Halo Hair Band	Carnival Prize Tent
Devil Horn Hair Band	Carnival Prize Tent
Some Incredibly Strange Hat	Carnival Prize Tent
Clown Wig	Carnival Prize Tent
Pirate Hat	Beat up the Pirate on Last Island.
Fries Headpiece	Piece of the Fast Food outfit
Cowboy Hat (black)	Complete Errand #29 in Bullworth Town involving Handy the hobo.
Incognito Hat	Complete Errand #21 in Bullworth Town involving Monson the motorcycle cop.
Skull Mask	Piece of the Halloween outfit

* Obtained automatically after picking Russell's locker in "This is Your School."

Upper Body

Item	Location or Unlocking Method
Undershirt (white)	Owned from beginning
Brown Jacket	Owned from beginning
Skull Jammie Shirt	Owned from beginning
Bullworth Vest	Owned from beginning
Cheerful Reindeer Sweater	Acquire on "Christmas" from school office.
Skeleton Shirt	Piece of the Halloween costume
Minimum Wage Shirt	Piece of the Fast Food outfit
Aquaberry Vest	Aquaberry
Lambswool V-Neck Sweater	Aquaberry
Rough 'n Rich Shirt (white)	Aquaberry
Rough 'n Rich Shirt (blue)	Aquaberry
AB Casual Polo (black)	Aquaberry
AB Casual Polo (brown)	Aquaberry
AB Casual Polo (blue)	Aquaberry
Aquaberry Shirt	Aquaberry
Zip Sweater (crimson)	Aquaberry
Zip Sweater (slate)	Aquaberry
Zip Sweater (forest)	Aquaberry
Zip Sweater (coal)	Aquaberry
Urban Parade Sweater	Aquaberry
LS Training Jacket	Aquaberry/picking lockers in Chapter 2
Aquaberry Sweater	Aquaberry
Tuxedo Jacket	Aquaberry
Duffel Coat	Aquaberry
LS Casual Jacket	Aquaberry
Lips Long T-Shirt	Worn In
Jean Jacket	Worn In
Dark Side Baseball Jersey	Worn In
Tiki Shirt	Worn In
Hawaiian Shirt	Worn In
68 Long T-Shirt	Worn In
Urban Sports Long T-Shirt	Worn In
Bright Side Baseball Jersey	Worn In
Soccer Polo (snow)	Worn In
Soccer Polo (emerald)	Worn In
Rugby Jersey (LB)	Worn In
Rugby Jersey (Celt)	Worn In
Football Jersey (green)	Worn In
Football Jersey (black)	Worn In
Hockey Jersey (blue)	Worn In
Hockey Jersey (black)	Worn In/picking lockers in Chapter 2
Zip Up Black Hoodie	Worn In
Sevener Black Hoodie	Worn In
Conduct Hoodie	Worn In
Green Bomber Jacket	Worn In
Black Hooded Jacket	Worn In
Rocker Hoodie	Final Cut
Metal T-Shirt	Final Cut
Creepy Clown T-Shirt	Final Cut
Fool Hammer T-Shirt	Final Cut
T-Shirt (white)	Final Cut
T-Shirt (blue)	Final Cut
T-Shirt (red)	Final Cut
T-Shirt (yellow)	Final Cut
T-Shirt (green)	Final Cut
T-Shirt (black)	Final Cut
T-Shirt (gray)	Final Cut
Undershirt (black)	Final Cut
Undershirt (blue)	Final Cut
Undershirt (gray)	Final Cut
Long T-Shirt (white)	Final Cut
Long T-Shirt (dark blue)	Final Cut
Long T-Shirt (light blue)	Final Cut
Long T-Shirt (red)	Final Cut
Long T-Shirt (yellow)	Final Cut
Long T-Shirt (green)	Final Cut
Long T-Shirt (black)	Final Cut
Long T-Shirt (gray)	Final Cut
New Flannel Shirt	Final Cut
Worn Flannel Shirt	Final Cut
Punk Hoodie	Final Cut

Change clothes

Upper Body

Item	Location or Unlocking Method
Army Sweater (green)	Final Cut
Army Sweater (black)	Final Cut
Hoodie (black)	Final Cut
Hoodie (blue)	Final Cut
Hoodie (gray)	Final Cut
Rock On Shirt	Final Cut
Black Bomber Jacket	Final Cut
Leather Jacket	Final Cut
Old School Punk Vest	Final Cut
Army Jacket	Final Cut
Arctic Camo Jacket	Final Cut
Forest Camo Jacket	Final Cut
Gray Bullworth T-Shirt	Student Store
Bullworth Polo Shirt	Student Store/picking lockers after "Get to Class"
Team Polo Shirt	Student Store
Team T-Shirt	Student Store
Team Football Jersey	Student Store/picking lockers after "Get to Class"
Team B-ball Jersey (white)	Student Store
Team B-ball Jersey (red)	Student Store
Team B-ball Jersey (blue)	Student Store
Bullworth Hoodie (gray)	Student Store
Bullworth Hoodie (blue)	Student Store/picking lockers after "Get to Class"
Team Zip-Up	Student Store
Bullworth Zip-Up (green)	Student Store
Astronomy Club Vest	Student Store
School Sweater	Student Store
Bullworth Letterman Jacket	Student Store/picking lockers after "Get to Class"
Bullworth Sport Jacket	Student Store
Bike Jersey	Piece of the BMX Champion outfit
Orderly Shirt	Piece of the Orderly outfit.
"I'm With Stupid" T-Shirt	Carnival Prize Tent
Game Master Tunic	Piece of the Grotto Master outfit
Black Ninja Jacket	Piece of the Black Ninja outfit
Green Ninja Jacket	Piece of the Green Ninja outfit
Red Ninja Jacket	Piece of the Red Ninja outfit

Left Arm

Item	Location or Unlocking Method
Cheap Digital Watch	Final Cut
Aquaberry Watch (gold)	Aquaberry
Aquaberry Watch (steel)	Aquaberry
Aquaberry Watch (silver)	Aquaberry
Aquaberry Watch (white Gold)	Aquaberry
Classic Watch	Worn In
Black Digital Watch	Worn In
Black Sports Watch	Worn In
Blue Sports Watch	Worn In
Low Profile Watch	Worn In
Team Sweatband (blue)	Student Store
Team Sweatband (red)	Student Store
Team Sweatband (white)	Student Store
Big Novelty Watch	Carnival Prize Tent

Right Arm

Item	Location or Unlocking Method
Red Bandana	Final Cut
Bracelet (gold)	Aquaberry
Bracelet (silver)	Aquaberry
Bracelet (steel)	Aquaberry
Bracelet (onyx)	Aquaberry
Good Luck Wrist Band	Worn In
Wide Wrist Band (black)	Worn In
Wide Wrist Band (brown)	Worn In
Wristband (black)	Worn In
Wristband (brown)	Worn In
Narrow Studded Punk Brace	Final Cut
Square Studded Brace	Final Cut
Wide Studded Punk Brace	Final Cut
Spiky Studded Punk Brace	Final Cut
Leather Archer Brace	Final Cut
Black Restraint Brace	Final Cut
Black Bracelet	Final Cut
Team Sweatband (blue)	Student Store
Team Sweatband (red)	Student Store
Team Sweatband (white)	Student Store
Beaded Bracelet	Carnival Prize Tent

Legs

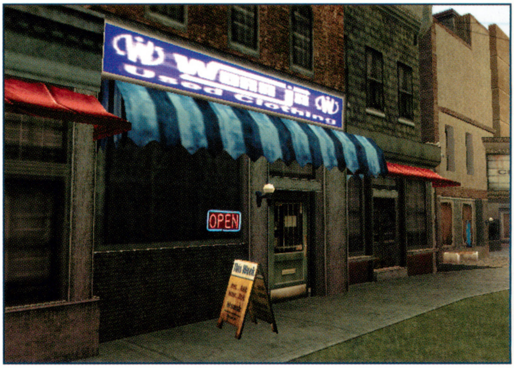
Item	Location or Unlocking Method
Tightie Whities	Owned from beginning
Jean (casual)	Owned from beginning
Jammie Pants	Owned from beginning
School Slacks	Owned from beginning
Skeleton Pants	Piece of the Halloween costume
Minimum Wage Pants	Piece of the Fast Food outfit
Aquaberry Slacks (cream)	Aquaberry
Tiny Swimsuit	Complete "Swim It" Errand #37 in Bullworth Vale.
Tuxedo Pants	Aquaberry
LS Casual Pants (gray)	Aquaberry/picking lockers in Chapter 2
LS Casual Pants (black)	Aquaberry
Aquaberry Slacks (slate)	Aquaberry
RnR Shorts (black)	Aquaberry
RnR Shorts (burgundy)	Aquaberry
RnR Shorts (green)	Aquaberry
RnR Shorts (tan)	Aquaberry
RnR Shorts (blue)	Aquaberry
Desert Cargo Pants	Worn In
Ratty Jeans	Worn In/picking lockers in Chapter 2
Army Cargo Pants	Worn In
Crisp Jeans	Worn In
Track Pants (green)	Worn In
Track Pants (black)	Worn In
Beach Shorts	Worn In
¾ Shorts (tan)	Worn In
Cargo Shorts	Worn In
Soccer Shorts (snow)	Worn In
Soccer Shorts (emerald)	Worn In
¾ Shorts (brown)	Worn In
¾ Shorts (black)	Worn In
Ripped Jeans	Final Cut
Cut-Off Camo Shorts	Final Cut/picking lockers in Chapter 2
Plaid Punk Pants	Final Cut
High Cuffed Jeans	Final Cut
Pistol Pants	Final Cut
Black Cargo Pants	Final Cut/picking lockers in Chapter 2
Forest Camo Cargo Pants	Final Cut
Jogging Pants	Final Cut
Cut-Off Jean Shorts	Final Cut
Desert Cargo Shorts	Final Cut
Camo Cargo Shorts	Final Cut
Bullworth Gym Pants	Student Store/picking lockers after "Get to Class"
School Shorts	Student Store
Bullworth Gym Shorts (blue)	Student Store
Bullworth Gym Shorts (white)	Student Store
Bullworth Gym Shorts (red)	Student Store
Orderly Pants	Piece of the Orderly outfit
Clown Trousers	Carnival Prize Tent
Bike Shorts	Travel 100 km on bike.
Running Shorts	Run 41.843 km.
Glamour Pants	Piece of the Gold Suit
Black Ninja Pants	Piece of the Black Ninja outfit
Green Ninja Pants	Piece of the Green Ninja outfit
Red Ninja Pants	Piece of the Red Ninja outfit

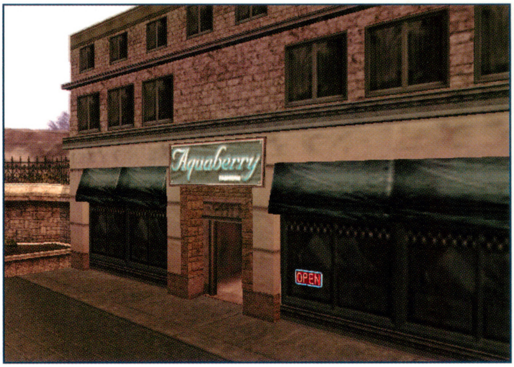
WARDROBE
◀ Head ▶
Upper body
Left arm
Right arm
Legs
Feet
Outfit
Edna Mask
Store to Custom Outfit
Rotate
R1 Zoom
Accept
Exit

The Final Cut
Final
Cut

Feet

Item	Location or Unlocking Method
Socks	Owned from beginning
Classic White Sneakers	Owned from beginning
Fancy Angst Boots	Given as Halloween costume accessory
Work Boots	Part of Minimum Wage outfit
Italian Shoes	Aquaberry
LS Casual Moccasins	Aquaberry
LS Casual Sneakers	Aquaberry
Aquaberry Loafers	Aquaberry
RnR Suede Sneakers	Aquaberry
Aquaberry Boots	Aquaberry
Country Boots	Aquaberry/picking lockers in Chapter 2
Skate Shoes (black)	Worn In/picking lockers in Chapter 2
Cowboy Boots	Worn In
Fashion Boots (tan)	Worn In
Fashion Boots (brown)	Worn In
Workman Boots	Worn In
Country Shoes	Worn In
Brown Loafers	Worn In
Urban Loafers (brown)	Worn In
Urban Loafers (black)	Worn In
Riot Shoes (classic)	Worn In
Riot Shoes (caramel)	Worn In
Riot Shoes (chocolate)	Worn In
Riot Shoes (black)	Worn In
Urban Walker (classic)	Worn In
Budget Basketball Sneaks	Worn In/picking lockers in Chapter 2
Urban Walker Canvas	Worn In
Skate Shoes (green)	Final Cut
Old Worn Boots	Final Cut
Motorcycle Boots	Final Cut/picking lockers in Chapter 2
Army Boots	Final Cut
White B-Ball Shoes	Final Cut
Low Tops (black)	Final Cut
Low Tops (gray)	Final Cut
Low Tops (green)	Final Cut
Low Tops (red)	Final Cut/picking lockers in Chapter 2
Low Tops (brown)	Final Cut
Shiny White Sneakers	Final Cut
Fat Sneaks (black & white)	Final Cut
Fat Sneaks (gray & white)	Final Cut
Skate Shoes (red)	Final Cut
Skate Shoes (brown & tan)	Final Cut
Fat Sneaks (gray)	Final Cut
Fat Sneaks (red & gold)	Final Cut
Blue Runners	Final Cut
Fat Sneaks (black & red)	Final Cut
Brown Runners	Final Cut
Skate Shoes (black)	Final Cut
Orderly Boots	Piece of the Orderly outfit
Gym Shoes	Student Store
Cheap Dress Shoes	Student Store
Clown Shoes	Carnival Prize Tent

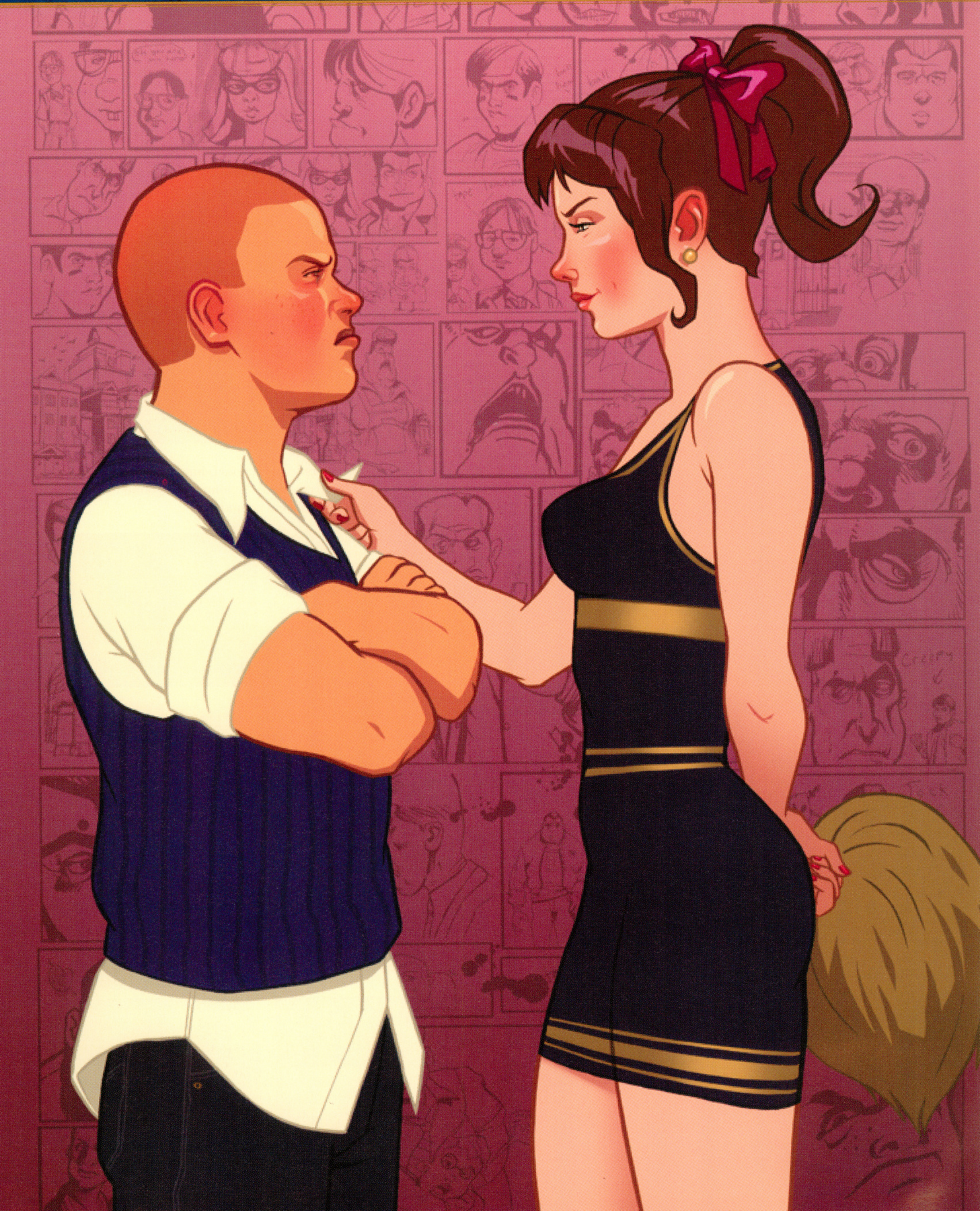




Outfits

Item	Location or Unlocking Method
School Uniform	Owned from beginning
Boxing Outfit	Beat either of these Chapter 2 missions: "Boxing Challenge" or "Prep Challenge."
Wrestling Uniform	Complete Gym class 1.
School Mascot	Complete "Nice Outfit" in Chapter 4.
Orderly Uniform	Complete "Finding Johnny Vincent" in Chapter 5.
Halloween Costume	Boys' Dorm Wardrobe on "Halloween"
Pajamas	Owned from beginning
Prison Uniform	Beat all the detention/punishment mini-games at least once.
Grotto Master	Collect all G&G Cards.
Gnome	Smash all Gnomes.
Fast Food	Complete the Bullworth Vale Burger joint Errand.
Gold Suit	Buy all the clothing in the game.
BMX Champion	Complete one of the many bike races.
Black Ninja Outfit	Fill the yearbook with pictures.
Green Ninja Outfit	Hit stuff with projectiles 1000 times.
Red Ninja Outfit	Complete "The Big Prank" on Halloween or found in lockers after Halloween.

CHAPTER III: LOVE MAKES THE WORLD GO AROUND



New Coventry is now open—the northeast section of town that has been previously inaccessible. This is greaser territory. There's a BMX and skate park. You'll also find the greaser clubhouse near the tenements in the distant east.

⚜ WINTER WONDERLAND

When you first venture outside your dorm, you'll see that the seasons have changed from fall to winter. Bullworth is covered in a blanket of snow! Make snowballs by pressing △ while in a pile of it. Snow makes for a new and plentiful projectile option, as well as a new source for vandalism.

COOK'S CRUSH (ALTERNATE TASK)

Unlocking Method: Unlock Chapter 3

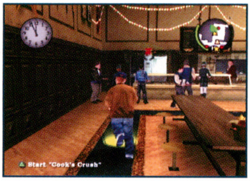
Time Available: 8:00am to 5:00pm

Monetary Reward: $40.00

Unlocks Alternate Task: "Cook's Date."

SCHOOL CAFETERIA

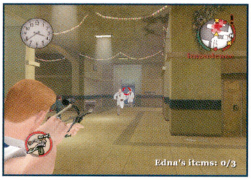
Edna is prepping herself for a date with Mr. Watts, the Chemistry teacher. She wants you to take Ms. Phillips' perfume from the staff room, and then fetch some candy and sedatives for her date tonight.



CHOCOLATES

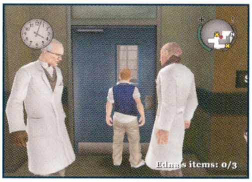
You most likely have chocolates in your inventory already; they're a dime a dozen! You can find them in lockers, among other places. You can even purchase them from the nerd outside of the Sweet Cavity candy store. This will show up as an objective (X on your radar) if you don't have them. If you do need to purchase them, wait until you are on your way to get the sedatives. Retrieve the perfume first.

GET THE PERFUME FROM THE STAFF ROOM.

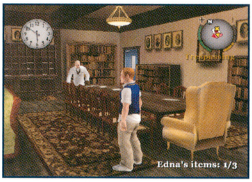


Your next objective is to get the perfume from the staff room. Follow the yellow X on the radar to the southwest section of the first floor. You'll find Dr. Watts and Hattrick blocking the staff room door. They're engaged in conversation.

LURE THE TEACHERS AWAY FROM THE STAFF ROOM.

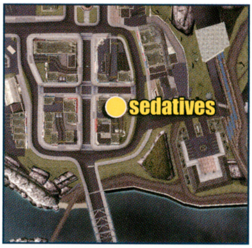


You need to move both teachers away from the staff room door. The best way we've found to do this is to stand a great distance away from them—like near the drink machine down the east hallway—then target and shoot both the teachers quickly with the slingshot. Make sure there are no prefects near you when you do this. This causes the teachers to pursue you, but you have a significant lead on them, so turn and run. Take the long way around the halls to the staff room to keep the teachers behind you.



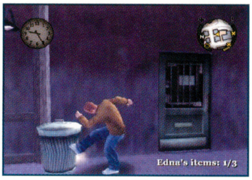
If you allow the trouble meter to fade, they'll return to their spot. If a teacher remains in his spot, nail him with the slingshot while on the move as you lap the halls. When the door is clear, run into the blue marker and enter the room. Quickly collect the perfume from the desk near the drink machine and exit the room. If you linger too long, a teacher will enter the staff room and try to bust you. Run out of the school through the nearest doorway.

GET SOME SEDATIVES.



Skateboard and/or bike it to Old Bullworth Vale, following the yellow X to the alley behind the drug store. Kick the three garbage cans around the hobo. A prescription bottle appears in one of these cans. Kicking garbage cans is vandalism and the hobo is the nearest adult around. Sprint away from the drunk.

Edna's items: 1/3



RADIO TRANSISTOR & MORE

Find the Radio Part in the same alley as the sedatives and the Santa—it's deeper in the alley, near the next building. By the way, this building has a ladder that reaches a rooftop with eggs. On this level, there's another ladder that reaches a rooftop with bottle rockets!

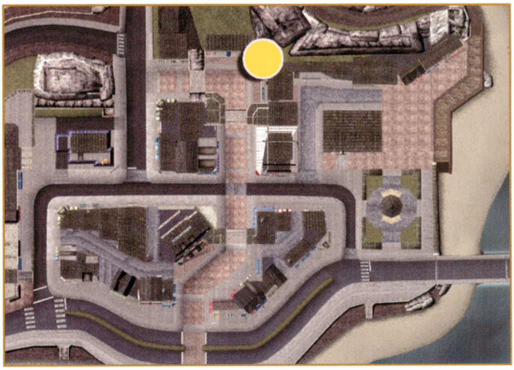
Take the sedatives back to the Edna in the school cafeteria. She thanks you, drinks the perfume, then asks another favor, which involves keeping an eye out for cruel kids during her date with Dr. Watts. This is the introduction to "Cook's Date."

COOK'S DATE (ALTERNATE TASK)

Unlocking Method: Complete "Cook's Crush"

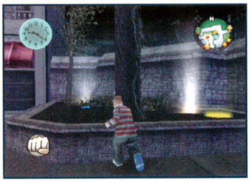
Time Available: 3:30pm to 11:00pm

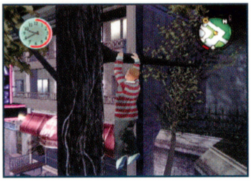
Monetary Reward: $50.00



A TREE IN OLD BULLWORTH VALE

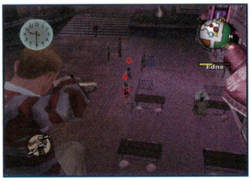
You can only find this alternate task after 3:30pm. Look in the large planter in the northeast corner of the shopping area. A yellow marker appears near the tree in the planter. A Rubber Band can also be found here.





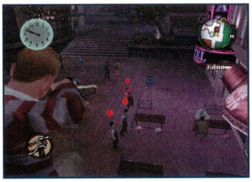
DON'T DISTURB THE DATE. STAY HIDDEN IN THE TREE.

Climb the tree closest to the restaurant and shimmy out to the limb, then turn around and face the restaurant below. Edna the cook and Mr. Watts, the Chemistry teacher, begin their date. Remain in the tree.

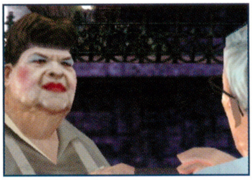


KEEP STUDENTS FROM RUINING EDNA'S DATE.

This mission is like "The Candidate." Select your slingshot and enter aim mode. Scan the area and shoot students with the arrows overhead. They will approach, stop, and begin insulting the cook and the chemist on their date. These insults hurt and could break up the affair. If the insult meter drains, the mission is failed. The empty meter refills the longer you keep the insults away.

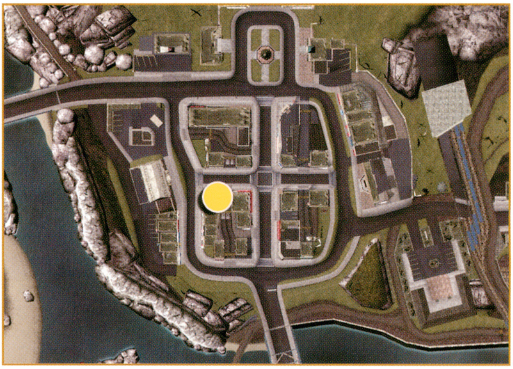


Take aim and shoot the students with the slingshot. As you progress, you begin to recognize students from further away making their way to the date location before the arrow appears over their head. Shoot them before they get near. Some students exit the restaurant where the couple is seated. Make sure to keep your eyes peeled all around the area for possible hecklers. Keep the insulting kids away for the duration of the date to pass the mission. If the date ends well, they wander off in a "drunken stupor."



NERD CHALLENGE (ALTERNATE TASK)

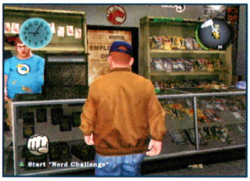
Unlocking Method: Unlock Chapter 3
Time Available: 8:00am to 1:00am
Unlocks: Nerd Clubhouse
Unlocks: New Save Location
Unlocks: Bottle Rocket Launcher



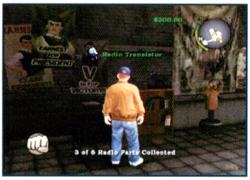
DRAGON'S WING COMIC BOOK STORE

This challenge is found when you enter the Dragon's Wing comic book store. There's a G&G Card down the stairs in the back. Until you unlock this as a save house, you must go in through the front door. Enter and approach the counter, then step in the red marker and begin the task. The clerk says there's a meeting downstairs. Jimmy heads through the employee entrance behind the counter and meets a group of nerds playing G&G in the basement.

BEAT FATTY'S CONSUMO HIGH SCORE OF 1,010 LBS.

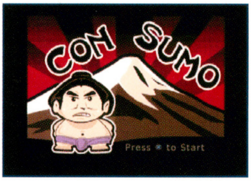


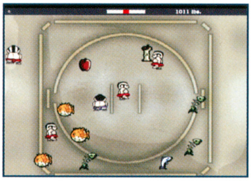
Before you take the video game challenge, do a quick search of the room to find the Radio Transistor on the bookshelf. After this mission, you can visit the hobo and learn a new combo attack. For now, approach the ConSumo arcade game and begin the challenge.



Here are the rules: Get your sumo to grow as much as possible by eating good food and avoiding bad food. Good foods include: Red Apples, Fresh Fish, and White Rice bowls. These items increase weight. This is good. Bad food includes: Apple Cores, Fish Bones, and Rotten Rice bowls. Hitting bad food when the weight bar is empty kills the sumo.

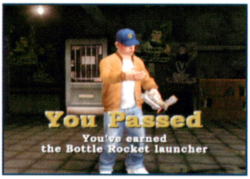
There are also enemies to watch out for. If you touch a blowfish, you lose a life. Also, the large sumos should be avoided; you bounce uncontrollably off their big bellies. They do not inflict any damage, but they might knock you into bad foods or blowfish.





You start with three lives as a small sumo and grow as you eat. The larger the food, the more weight you gain. Control your movement with the left control stick to eat and dodge enemies. Get your weight up past 1,010 lbs. and you win. Continue playing until you lose your last life. It's that simple. You made it this far in the game, so we don't think you'll have a problem with ConSumo.

You earn a lot after completing this level—you get the nerd clubhouse as a save location and the Bottle Rocket Launcher. This weapon has amazing stopping power. The ammo is limited, though, so you need to get more bottle rockets to reload. Try it out on one of the nerds in the basement and you'll get booted out onto the street. There's a bedroom attached to the basement—inside is a Rubber Band and a G&G Card on the couch… and obviously, a bed for nighty-night. You can now access this save house from the back of the building, down the alley stairs, if you don't want to use the front door of the comic shop.



COMIC KLEPTO (ALTERNATE TASK)

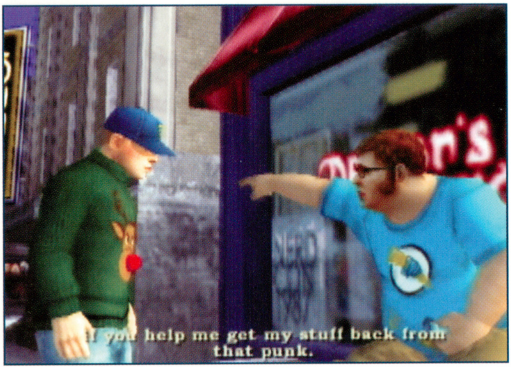
Unlocking Method: Complete "Nerd Challenge"

Time Available: 3:30pm to 11:00pm

Monetary Reward: $30.00

DRAGON'S WING COMICS

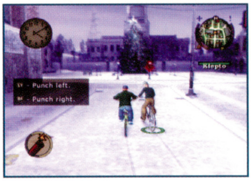
The comic book store got robbed by some dorky kid. The owner is having an asthma attack and offers you $5.00 and some comics to help him get his stuff back from the punk.

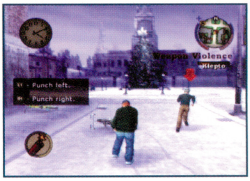


If you help me get my stuff back from that punk.

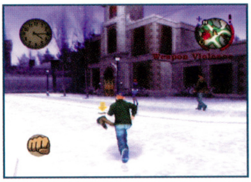
CATCH THE THIEF BEFORE HE MAKES IT BACK TO THE SCHOOL.

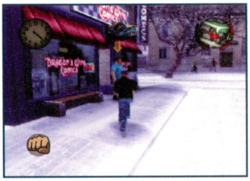
The thief is escaping on bike, heading north from the comic store. You find yourself on wheels, as well. If you have firecrackers, you can make short work of this kid thief. As you pursue him, lob a couple firecrackers at him. When you catch him, use L1 or R1 to punch him off his bike.





Once on foot, the bottle rocket launcher will easily finish him off if he doesn't dodge the rocket. All in all, it's not a tough take down. Once he's knocked out, recover the comic book from his body and take it back to the comic book salesman. The monetary reward is big, as you decide to take the equivalent of what the book is worth.





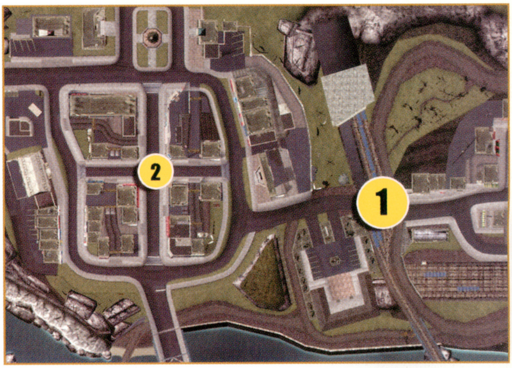
JEALOUS JOHNNY

Time Available: 8:00am to 11:00pm

Respect: Greaser Respect +5

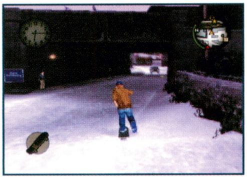
Monetary Reward: $20.00

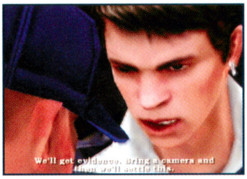
Unlocks Mission: "Bait"



NEW COVENTRY

You meet Johnny Vincent under the New Coventry rail bridge tunnel **(1)**. He's crazy jealous over a girl named Lola. He suspects she's cheating on him—with that rich kid, Gord. He wants you to follow her and take pictures to confirm his suspicions.



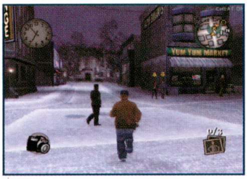


We'll get evidence. Bring a camera and then we'll settle this.

TAKE PICTURES OF LOLA KISSING, HOLDING HANDS, AND GETTING GIFTS FROM GORD.

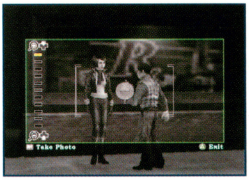
Holding Hands

Follow the yellow X to the center of the Bullworth Town area **(2)**. While remaining a fair distance from them, select the camera, enter aim mode, and shoot a "good" picture of them holding hands. Zoom in until the red picture outline turns green, indicating an acceptable shot. You need three good shots of them engaged in various romantic acts. If you get close, they'll notice you and stop their date until you're out of sight again.



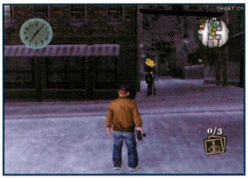
Gift of Flowers

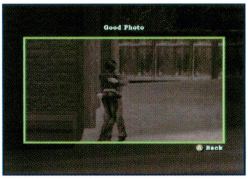
Keep your distance and follow them as they move to a new position. Gord will hand her flowers, softening her up for a kiss. Snap a close-up shot of him giving her flowers before they move to a secluded area.

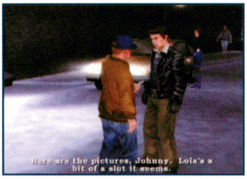


The Cheating Kiss

Maintaining your distance, follow the couple along the opposite sidewalk as they duck into an alley and begin to smooch, then quickly zoom in and get a good picture of them with their lips locked to complete the first objective.







Here are the pictures, Johnny. Lola's a bit of a slut it seems.

RETURN TO JOHNNY.

Return with the pictures of Gord and Lola to the rail bridge tunnel **(1)** in New Coventry. Johnny accepts the photos, but doesn't handle the news well. He does, however, pay for your services.

CHRISTMAS IS HERE

Time Available: Christmas Holiday.
during school hours.

Unlocks: "Cheerful Reindeer Sweater"

PRINCIPAL'S OFFICE

After going to sleep for the first time in Chapter 3, you wake up on Christmas. School's out! There are no classes during the holiday. Mrs. Danvers announces over the intercom that there's a present in the office from your mother.

Christmas Is Here

Enter the principal's office during school hours and Mrs. Danvers gives you a Christmas present sent from your mom. It's a Cheerful Reindeer Sweater. Nice. Unfortunately, it doesn't meet the school dress code. For a while, though, that's okay since classes are not in session. You still receive a small increase on the trouble meter for wearing it.

Cheerful Reindeer Sweater

NERD CHALLENGE = BOTTLE ROCKET LAUNCHER

We strongly urge you to complete the Nerd Challenge in the Dragon's Wing comic book store. This is an alternate task, but it's quick and easy and it earns you the Bottle Rocket Launcher! This weapon makes short work of enemies.

BAIT

Time Available: 8:00am to 11:00pm

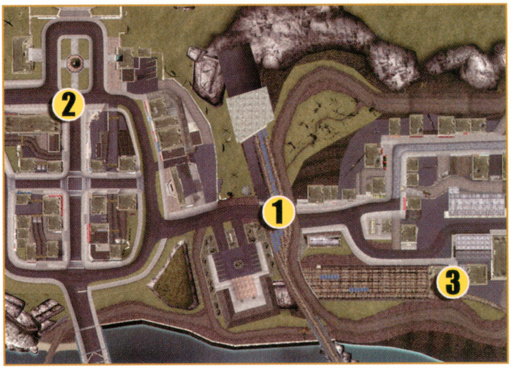
Respect: Preppy Respect -5, Greaser Respect +5

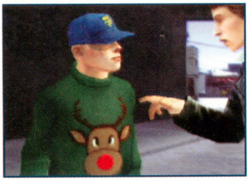
Monetary Reward: $20.00

Unlocks: Bike Park

Unlocks Alternate Task: "Glass House"

Unlocks Mission: "Tagging" & "Wrong Part of Town"





NEW COVENTRY

Meet Johnny under the bridge at the entrance to New Coventry **(1)**. Johnny's still crying over Lola and her new boyfriend, Gord. He wants you to lure him to the BMX Park behind Wonder Meats.

FIND GORD IN BULLWORTH TOWN.

Skateboard or bike it to the yellow X in town and you'll catch up to Gord, riding a bike with his buddies **(2)**. Provoke Gord to follow you by hitting him, talking trash to him or hitting him with a projectile. Don't knock him out, though, or you'll fail the mission.

LEAD GORD TO JOHNNY AT THE BIKE PARK.

Board or bike it back to the New Coventry bridge where you picked up the mission, then continue to follow the yellow X as it leads you through the bridge to the bike park **(3)**. Pass through the opening in the concrete wall, then pull into the train yard and ride into the garage.

HELP JOHNNY BEAT UP THE PREPPIES.

Johnny confronts Gord inside the bike park. Everyone is on bikes. It's a bike rumble! Ride around the indoor park, punching preppies until victory is yours. If you have the bottle rocket launcher, hop off your bike and pick 'em off one by one. Firecrackers are plentiful as this is everyone's weapon of choice. The easiest way to complete this mission is to get off your bike, then target-select the enemies and throw firecrackers at them.

BIKE TRICKS

When riding up ramps, like the ones in the bike park, pull the left analog stick back while in the air to perform a backflip (you can also do front flips). The jump must be big or have a return ramp to pull this off successfully. Also, push forward on the left analog stick while holding ■ to perform an endo. Pull back on the left analog stick and tap ⊗ to pop a wheelie.

GLASS HOUSE (ALTERNATE TASK)

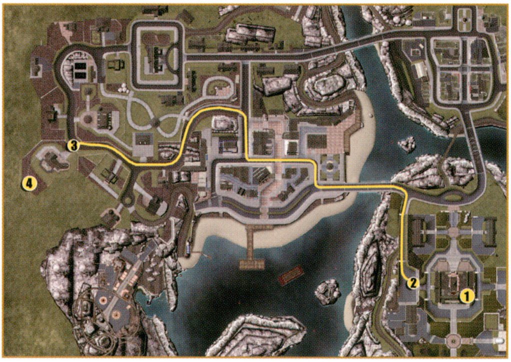
Unlocking Method: Complete "Bait"

Time Available: 3:30pm to 7:00pm

Monetary Reward: $40.00

ENGLISH CLASSROOM

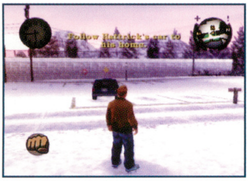
Mr. Galloway is upset about the rumors floating around the school that he's a drunk. It's driving him to drink… more. Jimmy decides to apply the methods he's used to achieve success in school to help Mr. Galloway. Galloway recognizes Jimmy's approach and compares it to Machiavelli, who could establish and maintain a psychotic level of control and feast on other people's discord.



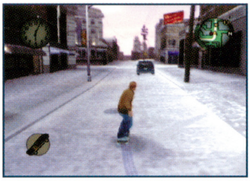
Once the heat's on the scene, they become a permanent fixture in Hattrick's yard until you complete the objective; you cannot vandalize this much without police involvement. The true challenge of this task is avoiding cops while still causing damage.

GO TO THE SCHOOL PARKING LOT.

Follow the yellow X outside the school **(1)** to the parking lot with the old school bus. Stop just before you enter the lot to avoid detection. Hattrick's SUV **(2)** is in the parking lot. If he sees you, the mission is failed. Stay behind him. You're prompted to skitch a ride. To do this, get up close behind his rear bumper while on your skateboard and press △. You grab on to his rear bumper and he takes you all the way to his house. If you can't get a hold of his bumper, get closer behind him. Follow the route on our map to pursue Hattrick as he drives home **(3)**.

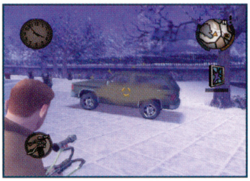


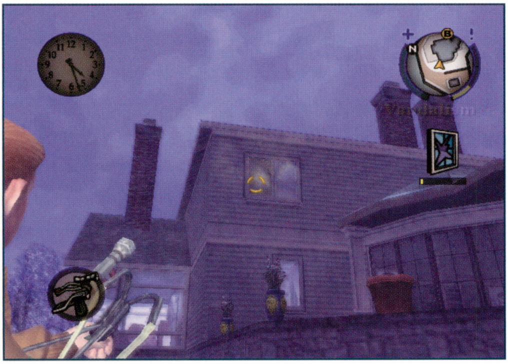
Follow Hattrick's car to his home.



DESTROY AS MUCH AS YOU CAN AROUND MR. HATTRICK'S HOUSE.

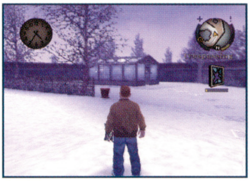
The objective now is to run around Hattrick's house, destroying as much of his property as possible. Objects such as potted plants and windows count toward the vandalism total. A vandalism meter appears below the broken window icon on the screen when you begin to vandalize. When the meter fills completely, the objective is complete. Bust windows with your slingshot or any projectile weapons you have. Windows register more points on the meter than potted plants, so quickly break as many as you can before the cops arrive.

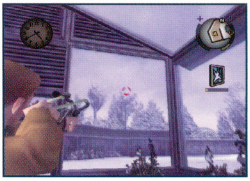




GREENHOUSE EFFECT

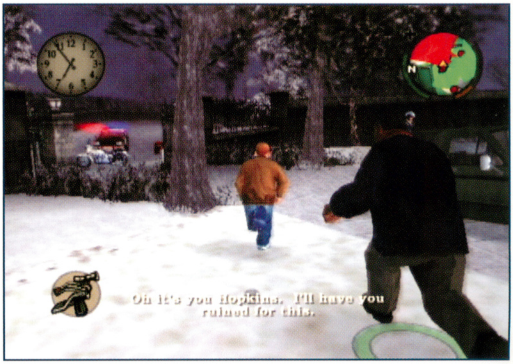
At the moment you enter the challenge, sprint to Hattrick's greenhouse **(4)** in the backyard and begin shooting out each and every window in the structure. There's just barely not enough glass in the house to complete the objective, so quickly exit and long-range shoot windows on the back of Hattrick's house. With this strategy, you won't see a cop until you sprint out of the yard!





GET OUT OF MR. HATTRICK'S YARD.

Dash through Hattrick's yard toward the front gate. Dodge the cops, their cars, and Hattrick as you make for the street to complete the mission.



Oh it's you Hopkins. I'll have you ruined for this.

HERE'S TO YOU, MS. PHILLIPS (ALTERNATE TASK)

Unlocking Method: Complete "Glass House" and unlock Chapter 4

Time Available: 3:30pm to 7:00pm

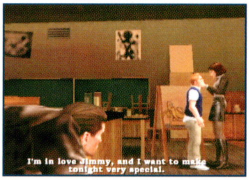
Monetary Reward: $50.00

Unlocks Alternate Task: "Galloway Away"

ART CLASSROOM

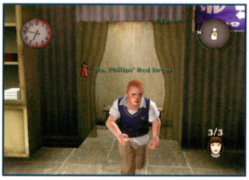
Ms. Phillips has just completed her Banana-Lisa. It's questionably artistic. Jimmy confesses he's more into music than art. She tells Jimmy she's in love. He misinterprets this and thinks she's on the make for him. She wants help collecting things for a date tonight. He thinks it's a date with him, so he is more than happy to help. All the while, a greaser has snuck into the room and overheard the entire conversation. This is Peanut, who also likes the teacher.

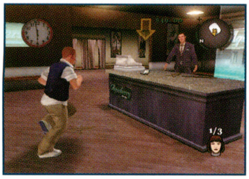
I really feel my work is moving forward.

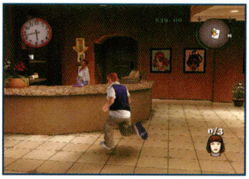


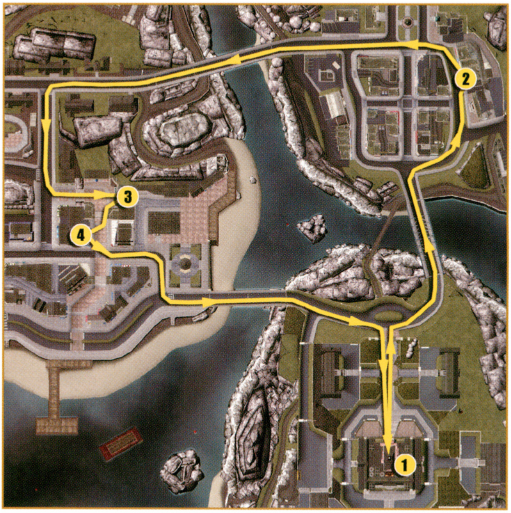
PICK UP MS. PHILLIPS' THINGS.

You need to get Ms. Phillips a dress, pearl necklace, and perfume. Head from the school **(1)** to Worn In **(2)** in Bullworth Town to get the dress. The Red Dress is in the open changing room in the back of the store. Go to Old Bullworth Vale to Aquaberry **(3)** to get her Pearl Necklace from the sales counter. Finally, head to Hair, Nails & Beauty shop **(4)** to get the Bottle of Perfume from the counter.









TAKE THE ITEMS TO MS. PHILLIPS.

Head back to the school and to Ms. Phillips, who's standing outside her classroom. While waiting for Ms. Phillips to change, Mr. Galloway walks up. Jimmy's dreams are smashed when he discovers that Galloway is here for Ms. Phillips.

GALLOWAY AWAY (ALTERNATE TASK)

Unlocking Method: Complete "Here's to you Ms. Phillips"

Time Available: 8:00am to 7:00pm

Monetary Reward: $60.00

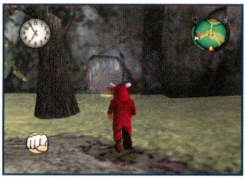
ENGLISH CLASS ROOM

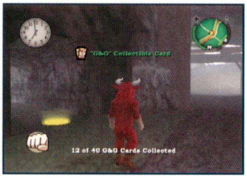
I love him.

Ms. Phillips sadly informs you that Mr. Hattrick convinced Mr. Galloway to commit himself to the asylum for his drinking. Hattrick also made sure the asylum would not let her anywhere near him. She wants you to help her get him out, tonight.

TRAVEL TO THE OBSERVATORY TUNNELS.

Head to the football field, then down the observatory pathway. Follow the yellow X on the radar to the short tunnel in the canyon wall **(1)**. Pass through the tunnel and you'll find a G&G Card in the clearing. Follow the yellow X across the path and to the next canyon tunnel **(2)**. Follow this long tunnel to the front of the Happy Volts Asylum.

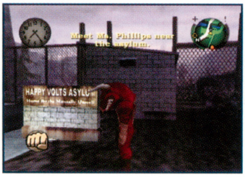


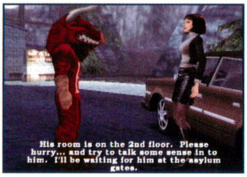

"G&G" Collectible Card

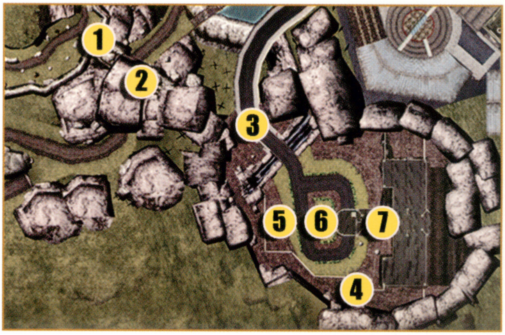
12 of 40 G&G Cards Collected

MEET MS. PHILLIPS NEAR THE ASYLUM.

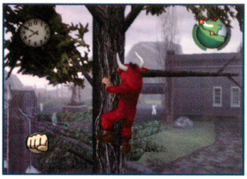
Once you reach the asylum's front gate, walk north up the main road **(3)** to meet Ms. Phillips. She wants you to find Galloway and talk some sense into him. Her instructions are for him to meet her at the asylum gates.


Meet Ms. Phillips near the asylum.


His room is on the 2nd floor. Please hurry... and try to talk some sense in to him. I'll be waiting for him at the asylum gates.



FIND A WAY ONTO THE ASYLUM GROUNDS.

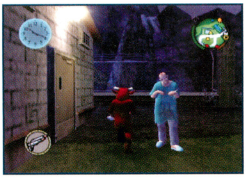


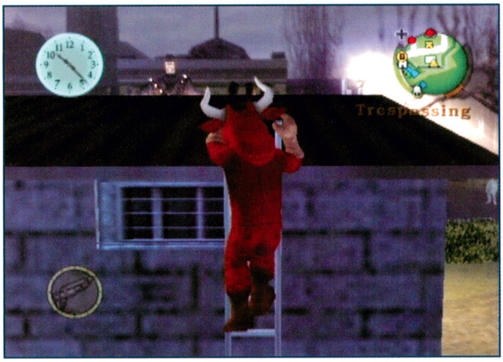
Walk back toward the tunnel and you'll find a pathway along the south side of the asylum grounds. Follow this path eastward until you see a tree **(4)** close to the asylum fence. Climb the east side of this tree up to the limb. Shimmy along the limb to clear the fence, then drop down into the asylum grounds.

DESTROY THE STATUE'S POWER SOURCE.

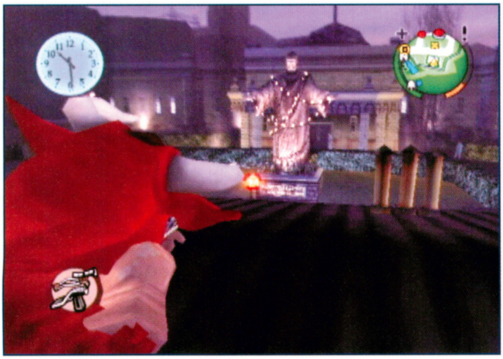
There are two kinds of people on the asylum grounds: patients and orderlies. Patients wear blue gowns and orderlies wear white uniforms. The orderlies must be avoided at all costs. You are thrown out of the asylum grounds if you are seen by an orderly. You'll find yourself back at the front gate, which means you must climb the tree again to break back in.

We suggest crouching down while moving around the grounds to avoid detection. Watch the radar. The orderlies appear as red dots with green fields of vision. Stay out of their sight. Use the long hedges for cover and move to the west toward the small building **(5)**. Climb the ladder behind the building to access the rooftop. Do not walk over the peak of the roof to avoid detection.



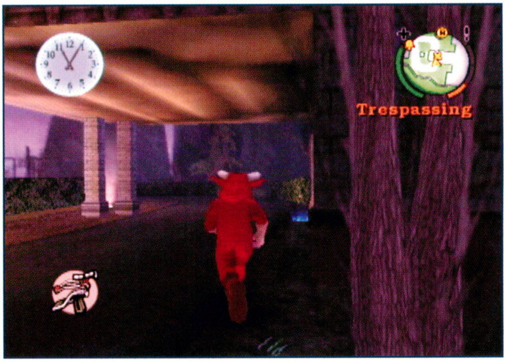


Stay near the ladder and crouch-walk just enough toward the apex of the rooftop to reveal the button on the statue **(6)**. Use scope mode with your slingshot to shoot the red-lit button at the statue's base. This shuts off the Christmas lights strung around it and starts a fire that freaks the inmates out and distracts the guards.



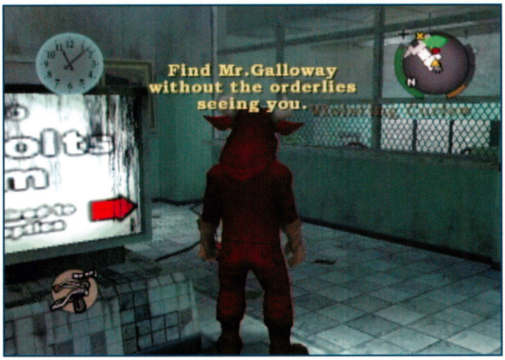
GET INSIDE THE ASYLUM WITHOUT BEING SPOTTED.

Head back the way you came, toward the tree you used to enter the grounds. Staying close to the asylum walls, work your way to the front door **(7)** and slip in when the orderlies aren't looking.

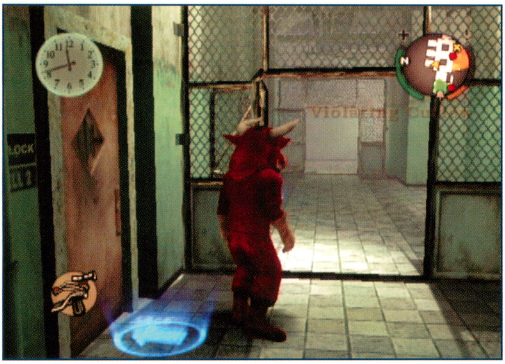


FIND MR. GALLOWAY WITHOUT THE ORDERLIES SEEING YOU.

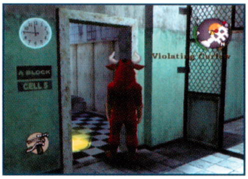
Even though you've made it inside the asylum, it's not time to let your guard down yet. The orderlies will boot you out to the front gate if they see you. Crouch down in the entryway and watch out for the orderly behind the windows to your right. Head through the door on the opposite side of the room when he's not looking. Again, use the radar to plan your movement.

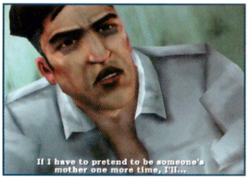


Pass through the small room attached to the entryway. You'll be entering the A Block. Look at the radar when you get here. Notice it's a long room with two large columns in the middle and three cells to the left and right. The orderly is currently on the right side of the room, so head to the back of the block by creeping past the cells on the left side.



Galloway is in the last cell on the right (Cell 5). Kick in his door and enter the yellow marker. In a cinematic, Jimmy convinces Galloway to follow him out of the asylum. Mission complete.




If I have to pretend to be someone's mother one more time, I'll...

CHEATING TIME (ALTERNATE TASK)

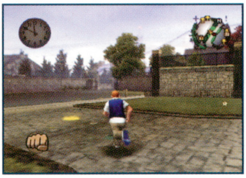
Unlocking Method: Unlock Chapter 5 and complete "Galloway Away."

Time Available: 8:00am to 7:00pm

Monetary Reward: $60.00

SCHOOL PARKING LOT

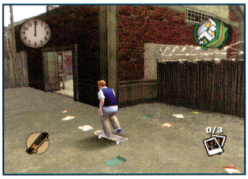
Activate the yellow marker near the entrance to the school parking lot (old school bus lot). You find Mr. Galloway sneaking a drink and ask him why he would risk his relationship with Ms. Phillips by doing this? He's upset that he can't have a small drink while Hattrick gets away with selling early copies of tests to his rich students. You're blown away by this news and inspired to blow the lid off this conspiracy.

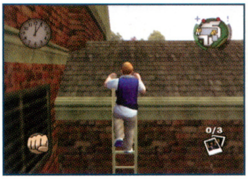


Cheating Time

CLIMB ONTO THE AUTO SHOP ROOFTOP TO GET EVIDENCE.

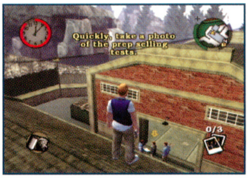
As you can see, you have three pictures to take to get enough evidence on Mr. Hattrick. The photo counter appears onscreen. Begin this quest by cutting through the parking lot and the auto shop area. Pass through the garage to access the ladder in the left corner as you exit. This is the same ladder used to get the first radio part for the hobo.

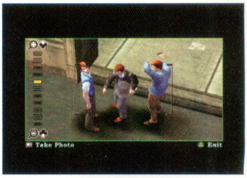




QUICKLY TAKE A PHOTO OF THE PREPPY SELLING TESTS.

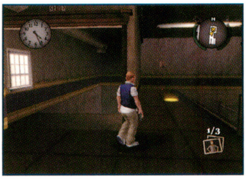
Step into the yellow marker and you'll see a preppy selling tests to some greasers below. The camera is automatically selected and you have a time limit to get the perfect shot. Raise the camera and zoom into the transaction occurring below your rooftop position. Focus on the preppy with the yellow arrow overhead. Frame your picture to include the greasers, as well, then snap the photo.

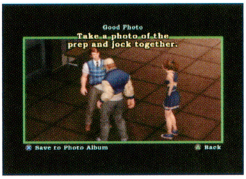

Quickly, take a photo of the prep selling tests.



GO TO THE SCHOOL GYM FOR MORE EVIDENCE.

Enter the gym on the pool side of the building, then find and climb the stairs to the large bleachers. Step into the yellow marker at the top and a preppy walks into the pool area and begins to sell the test to a jock. Quickly zoom into the jock and preppy to snap a good picture before the timer expires, then follow the preppy outside.

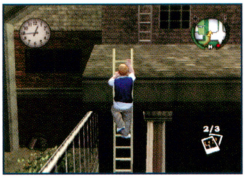



Good Photo

Take a photo of the prep and jock together.

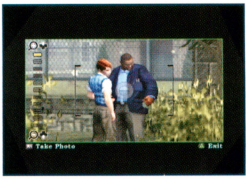
FOLLOW THE PREPPY.

Turn to your right and find the ladder in the corner that runs up the side of the pool building. Climb it to the overhang and jump down into the small yard. You see the preppy and Mr. Hattrick making an exchange.



TAKE A PHOTO OF THE PREPPY AND MR. HATTRICK.

Before the timer runs out, zoom in on the preppy and Hattrick until the frame turns green. Take a good shot to stop the clock and complete the evidence gathering phase of the mission. While in this yard, you can also find a Rubber Band and a G&G Card. To exit this yard, simply climb the short fence near the pool building.



RETURN THE PHOTOS TO MR. GALLOWAY.

Follow the yellow X back to the parking lot where the principal is talking with Hattrick and Galloway. You're just in time to see Hattrick trying to get Galloway fired for drinking. You save your English teacher's job by showing Crabblesnitch the photos of Hattrick selling test copies to students. Hattrick ends up being the one who gets fired!

Bag of Marbles

TAGGING

Time Available: 8:00am to 11:00pm

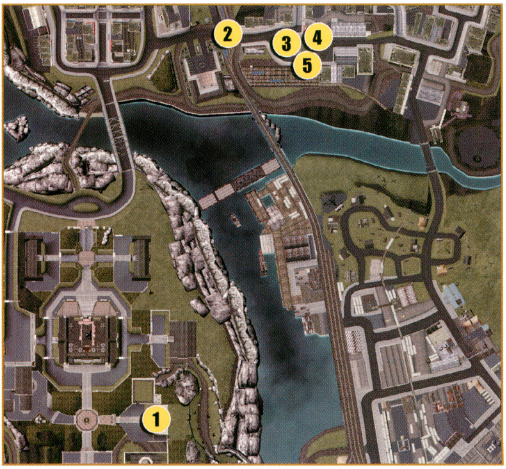
Respect: Greaser Respect -25, Preppy Respect +5

Monetary Reward: Determined by which tags are used.

Unlocks Extra Task: "Tagging"

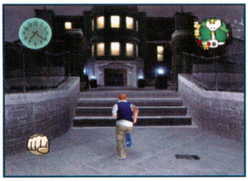
Unlocks Alternate Task: "Greasers Challenge"

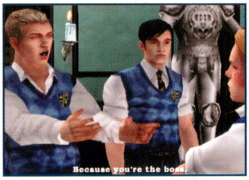
Unlocks Mission: "Tagging" and "Wrong Part of Town" unlocks "Lola's Race."



HARRINGTON HOUSE

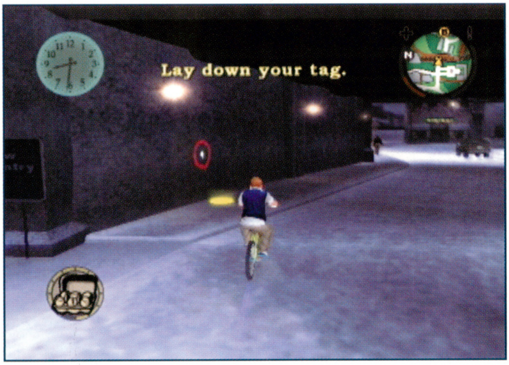
Enter the Harrington House **(1)** to put some preps in their place. Show 'em who's boss! The frustrated preppies want you to do something about the greasers. They know about them coming down on Gord. You try to explain to the intellectual midgets that he was messing with one of the greasers' girlfriends. They don't care about that. You're the boss and they want you to act like one.





TRAVEL TO NEW COVENTRY.

When you leave the Harrington House, you are supplied with a can of Spray Paint. It's only got one shot left in it, but just the same... you've got paint. Ride to the tunnel where you usually meet Johnny in New Coventry to find a yellow marker below a bull's-eye on the tunnel wall.

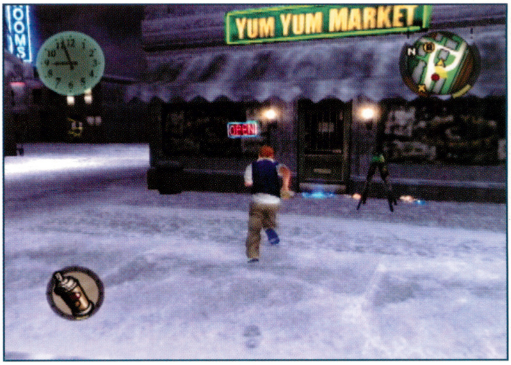


LAY DOWN YOUR TAG.

Stand in the yellow marker **(2)** and press △ to bring up a small tagging graphic on the right side of the screen. An ⊗ appears at the beginning of the tagging guide. Press ⊗ (you don't have to hold it) and trace the tagging graphic with the left analog stick. Each time the paint on the graphic stops and another ⊗ appears, press ⊗ again and continue drawing the next segment. Repeat this process until the tag is complete.

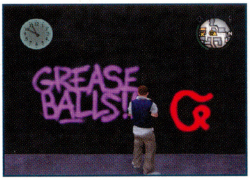
GET MORE PAINT AT THE GROCERY STORE.

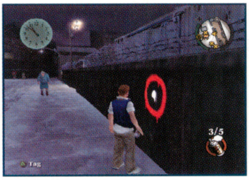
Tagging raises the trouble meter, so you need to look out for rival cliques and cops. If you need more paint, buy some at Yum Yum Market **(3)**.



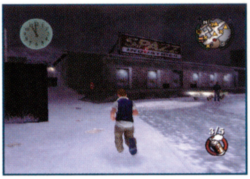
LAY DOWN FIVE GREASER INSULT TAGS IN NEW COVENTRY.

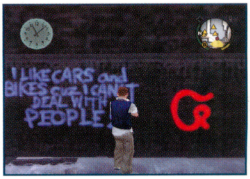
After purchasing spray paint, a new tagging objective is given. You now have to paint five greaser insult tags. A tag counter appears at the bottom of the screen. Follow any of the many yellow Xs on the radar to the tag location. The closest one is just across the street from Yum Yum Market. Spray "Grease Balls" on the side of the wall **(4)**. The next tag location is to the east on the skate park wall **(5)**.





There are a slew of tag locations. Follow the yellow Xs on the radar to the next closest spot and paint. Again, keep an eye out for authorites; tagging is trouble.





GREASERS CHALLENGE (ALTERNATE TASK)

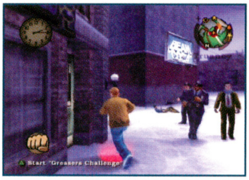
Unlocking Method: Complete "Tagging"

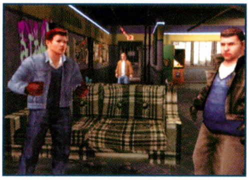
Time Available: 8:00am to 1:00am

Unlocks: Greaser Hangout &
New Save Location

BLUE BALLS POOL: GREASER HANGOUT

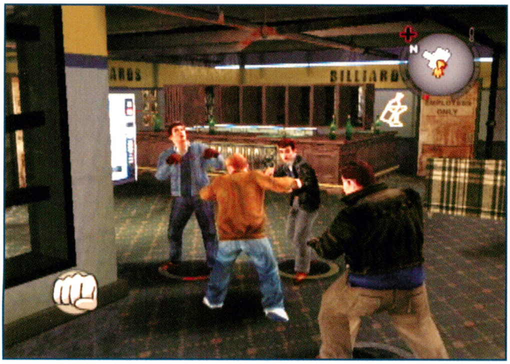
Step into the red marker outside the greasers' Blue Balls pool club hangout to begin this mission. Inside the ramshackle building, a gang of greasers need to be cleared out. You're taking over the joint. They just don't believe it… yet.

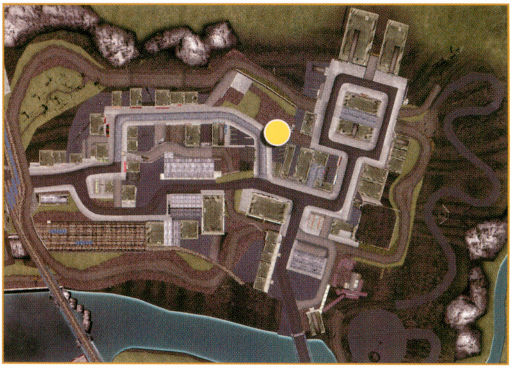




GET RID OF ALL THE GREASERS.

There's a gang of three greasers in the room. One will try grabs while the others beat on you. If you are caught in this predicament, press △ rapidly to escape.





There's not much room to use weapons safely, so rely on your wrestling moves and hobo combos. Once you knock out a few greasers, more enter the room through the back door. Now you have a little space to use weapons. Try firecrackers or, better yet, the bottle rocket launcher. Clear the club of greaser scum and the place is yours—a new save house! Plus, now you have your own personal Monkey Fling arcade game. Awesome! This place has a wardrobe, bed, and drink machine, as well.

WRONG PART OF TOWN

Time Available: 8:00am to 11:00pm

Respect: Greaser Respect -5, Nerd Respect +5

Monetary Reward: $20.00

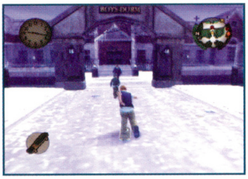
Unlocks Mission: "Tagging" and "Wrong Part of Town" unlocks "Lola's Race."

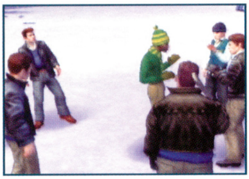
LIBRARY

Johnny and the greasers are looking for Algie. Crazy, jealous Johnny Vincent now suspects Algie—of all people—of putting the moves on his Lola. You need to find Algie and hide him in the library until Johnny comes to his senses. The problem is, nobody knows where he is...except Cornelius.

LOOK AROUND FOR CORNELIUS.

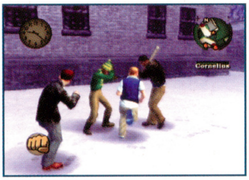
Follow the X to find Cornelius beside the boys' dorm. He's surrounded by greasers and they've tormented Algie's whereabouts out of him. When a few of the greasers run off to find Algie, you're left to defend Cornelius from the remaining two greasers.

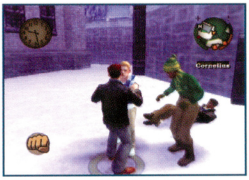




DEFEND CORNELIUS FROM THE GREASERS.

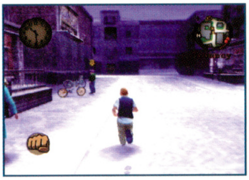
Cornelius's health meter appears below the radar. If he's knocked out, the mission is failed. Attack the greasers and beat them down. If you haven't found it already, there's a Rubber Band next to the boys' dorm where Cornelius was getting picked on.





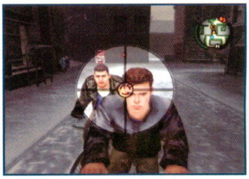
TRAVEL TO ALGIE IN NEW COVENTRY.

Cornelius's 4.0 grade average and IQ held up under pressure. He lied to the greasers. Algie is not at the pizza place. He bought you time to find Algie. Follow the yellow X on the radar all the way into New Coventry. Of all places, you find Algie standing by some bikes near the greasers' clubhouse and the tenements. As you approach him, he catches a glimpse of Lola in the alley with Chad. In one fell swoop, she breaks two hearts at once. The greasers spot Lola's bike and the chase is on.



HOLD OFF THE GREASERS.

Chad jumps on the BMX and Algie takes Lola's bike. You ride on the back of Chad's bike. You face backwards in first person view as Chad drives back to the school. Your job is to fend off the pursuing greasers with the slingshot. You enter aim mode automatically. You have access to the three levels of zoom (D-pad Up). Use charged shots to knock the greasers from their bikes and try to take them out before they throw firecrackers and eggs. The challenge of this mission is to avoid letting them knock you out before you reach the school.



TAKE ALGIE TO EARNEST.

Chad drops you off at the front of the school. Earnest moved out of the library to the walkway between the boys' dorm and the girls' dorm. You must now escort Algie to Earnest—a short walk from the front gate.

Algie
You can thank me for saving you later, but I seriously can't be seen with you losers.

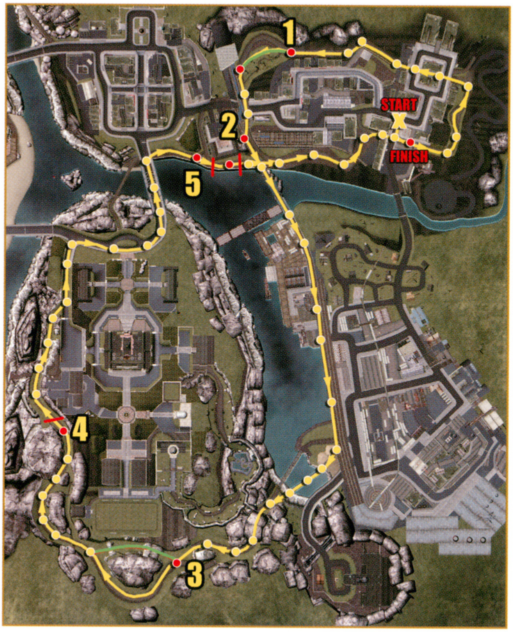
LOLA'S RACE

Time Available: 8:00am to 11:00pm

Respect: Greaser Respect -20

Unlocks: Lola as a girlfriend

Unlocks Mission: "Tenements"



NEW COVENTRY NEAR BLUE SKIES INDUSTRIAL PARK

See our map for the location of this task's mission marker. You find Johnny and Lola together and as usual, jealous Johnny gets nutty over Lola. He's now suspecting you as one who may be after his girl. Lola brags about your speed. Johnny feels competitive and challenges you to a bike race to see who is the fastest.

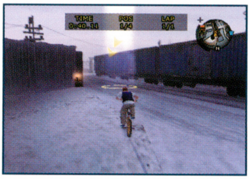
PLACE FIRST IN THE BIKE RACE.

This is a long race that takes you through the industrial area, south along the rail tracks, west along the perimeter of the school, and then back east to the finish line near the starting position. The greasers are tough competition, so punch them off their bikes any chance you get. You can throw eggs, stinkbombs, and firecrackers. Be careful in the following five areas:

TIME
0:00.96
POS
1/4
LAP
1/1

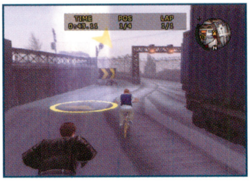
1: Corner Cut

This is a long, gradual corner that helps you get ahead by cutting way inside the turn. Instead of following the dirt path, cut across the (snow covered) grass to the next checkpoint. Watch out for trees and the power line tower.



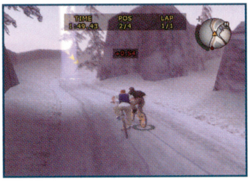
2: On Track

Cut right to follow the rail track all the way to the southeast perimeter of the school. Avoid the moving trains!

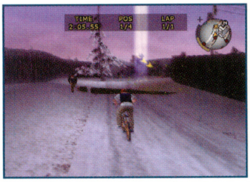


3: Shortcut or Not?

You can choose to take the shortcut route around the big boulder on the southernmost section of the course. Cut to the right as soon as you land the previous jump.

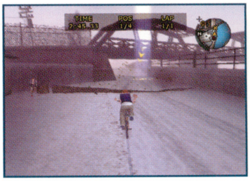


4: Tree Falling



A greaser is standing near a tree waiting for you to come into view. He knocks a dead tree over in an attempt to knock you off your bike. Do not roll over the tree. Instead, hop over it or steer around it. If you hit the tree, it will throw you off the bike, probably costing you the race.

5: Another Ambush



As you get back onto the main road headed east toward the finish, you'll encounter two tree-ambush attempts in a row. Jump the first fallen tree and immediately prepare to jump the second just through the next checkpoint. These ambushes sometimes backfire and send the greasers sailing through the air… without their bikes.

Upon completion of this race, Lola becomes your friend. Johnny had a reason to be jealous.

TENEMENTS

Time Available: 8:00am to 11:00pm

Respect: Greaser Respect -10

Monetary Reward: $20.00

Unlocks Mission: "Rumble"

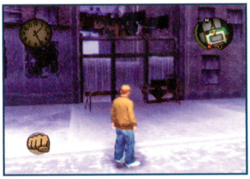
New Coventry Tunnel

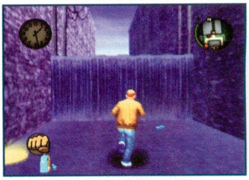
Pick up this mission under the tunnel where you usually meet Johnny Vincent.

Lola's your girl now and she wants her things out of the abandoned tenements where the greasers hang. She asks you to steal her stuff back. She's your gal now, so you gotta do what you gotta do.

ENTER THE TENEMENTS.

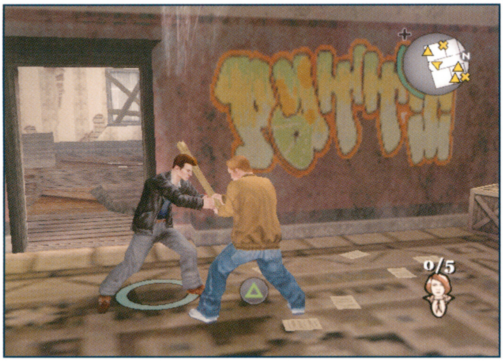
Follow the yellow X on the radar to the tenements, then slip through the slightly barricaded entrance to the ramshackle building and find a Rubber Band and a Radio Transistor before entering the yellow marker near the window. Once in the marker, press △ to pry the window open and break into the apartment building.





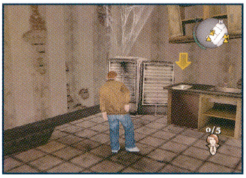
Collect Lola's items.

The tenements are a wreck. Scattered throughout the multi-leveled building are Lola's items, which appear on the radar as yellow blips. If you see an item through a boarded entryway, don't bother; you can get to it later in the mission when you have the sledgehammer.



First Floor

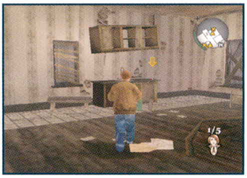
There are five Lola items in the building. Two are on the first floor; however, you can only get one of them at this time. **Lola's Address Book** is in the southwestern-most room on the first floor. There are four greasers on this level. Beat 'em up, using weapons if you must. Keep your health up for the boss-like battle on the top floor. Head upstairs and prepare to slingshot a couple greasers in the hallway.



Second Floor

Cautiously enter the first room on the left with a charged slingshot in your hand. Using aim mode, knock out the greaser before he alerts others of your presence. Head out onto the fire escape, keeping the slingshot in hand while in aim mode. Pick off any greasers on the fire escape as you follow it to the end. Greasers drop sodas, so pick them up if you need health.

Re-enter the building through the doorway at the end of the fire escape and you'll see another barricaded room to the right. The radar indicates that there's an item in there, but you can't get it until you have the sledgehammer. However, there's another item on this floor that you can get now…

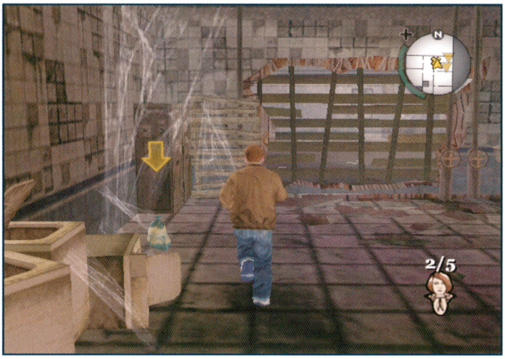


Exit the room and head into the hallway with the large hole in the floor (the reason for taking the fire escape). Take the firecrackers from the crate near this hole (if the crate holds them); you'll need them soon, so don't waste them on average greasers. Follow the southwest X on the radar to the **Lipstick** on the counter in the nearby room, then exit and head upstairs.

Third Floor

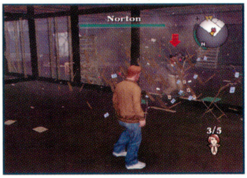
Have your slingshot ready and in aim mode as you creep up the stairs. Remain near the top of the steps (using them as cover) while shooting the three greasers who are using crates for cover at the opposite end of the third floor hallway.

Follow the yellow X on the radar to the room with **Lola's Laundry**. When you grab the linens, the boss-like battle we mentioned earlier begins.

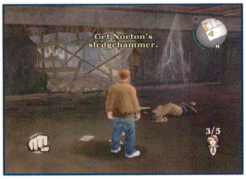


Defeat Norton.

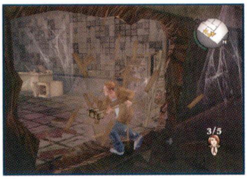
Norton's holding a very large sledgehammer, which he can use to bust through boarded up walls and studs. You need to get your hands on that tool. Run from Norton to put some distance between the two of you, then select the firecrackers and begin targeting and tossing them at him. Get somewhat near him to ensure a direct hit. Throw them one after another in quick succession. When you run out, break the crates in the middle of the room for more. Norton usually breaks these for you. You can also find crates of firecrackers near the third floor stairs.



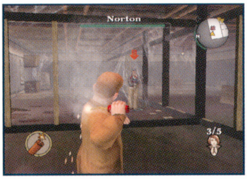
Many of the crates in the various third floor rooms may contain firecrackers, maybe even enough to take him out by just using these explosives. It's not safe to fight him while wielding boards or other melee objects, so limit your attacks to projectiles.

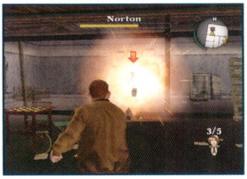


Get Norton's sledgehammer.



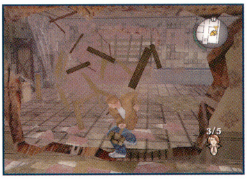
Once he goes down, take the sledgehammer and follow the remaining two yellow blips on the radar to the barricaded rooms containing Lola's items. Smash the barricades down and retrieve the items. You'll find **Lola's Keys** in the second floor bathroom and a **Bottle of Perfume** in the one on the first floor.

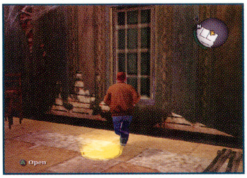




Leave the tenements.

Follow the yellow X on the radar to the first floor room in the southeast. Break down the barrier with the sledgehammer and enter the yellow marker, then open the window to exit the tenements.





Return the items to Lola.

Follow the yellow X on the radar back to Lola, who is still waiting for you near the New Coventry tunnel. She rewards you with a kiss... and 20 bucks.

RUMBLE

Time Available: 8:00am to 11:00pm

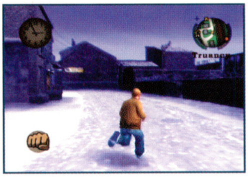
Unlocks Mission: "Fighting Johnny Vincent"

New Coventry tunnel

This mission is picked up under the New Coventry tunnel. Lola claims that everyone fights for her, and she wants you to do the same. She says Tad and all the rich kids are coming to New Coventry to fight Johnny and the greasers.

Look for Peanut.

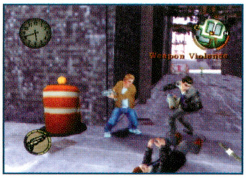
Peanut's a greaser, not a nut. Sprint east, past the street fights and the south side of Yum Yum Market to find him. He appears on the radar as a yellow X. You can see him in the distance on his bike. Give chase and he'll lead you to an alley near the tenements.



"I know where he is, but I ain't telling you nothing!"

DEFEAT PEANUT.

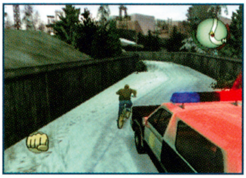
Peanut has no information to freely give Jimmy. He and his two greaser pals just want to fight. The objective is to beat Peanut, but you need to go through his friends to do that. Make sure you keep the fight in the alley. If you walk too far out of the alley, a red timer appears and drains quickly. If it expires, the mission is failed.



The bottle rocket launcher makes short work of the greasers. Even holding it in your hands as you fight gives your punches a little more power. Knock 'em back with a few punches or a shove and shoot them. If you take damage when you shoot them, then they are too close. If you can't shoot them without taking damage, don't use the weapon. You must preserve your health for the boss fight that follows. Once Peanut is defeated, Johnny appears. In the cinematic, he vows to get even with you for taking Lola. The cops break up the fight and everyone goes on the run.

OUTRUN THE COPS.

You find yourself on Peanut's bike on a winding, snowy path with no turnouts. Pedal fast along the path avoid the pursuing cop car.



You catch up to Johnny at the end of the path. In the cinematic, Johnny jumps an earthen ramp and lands in a scrap yard. You, however, are tripped up by greasers holding a chain across the path and end up in the scrap yard on your butt. This ends "Rumble." If you are defeated by Johnny in "Fighting Johnny Vincent," you start again in this spot just before the fight, so you do not have to repeat the previous objectives again.

FIGHTING JOHNNY VINCENT

Time Available: Begins after "Rumble"

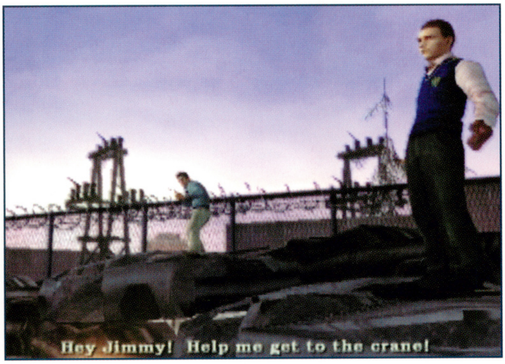
Respect: Nerd Respect +10,
Greaser Respect +100

Unlocks: Chapter 4

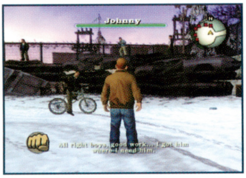
Unlocks Mission: "Stronghold Assault"

DEFEAT JOHNNY.

Johnny rides around on his bike, taking pot-shots at you with a pipe. Petey is on the pile of crushed cars that surround the scrap yard. There are also six greasers with stink bombs and eggs on the long pile of crushed cars. There's a crane at the end of this line of cars. The object is to get Petey to the crane so he can assist in the battle.


Hey Jimmy! Help me get to the crane!

Keep moving to avoid projectiles and Johnny's pipe as he rolls around you like a shark circling its prey. Select the bottle rocket launcher, your slingshot, or use snowballs. Quickly, while moving, target and shoot each of the six greasers blocking Petey's route to the crane. Hit them until they fall. The bottle rocket launcher is the weapon of choice for this task because it delivers one-hit KOs. Once all six greasers are down, Petey makes his way to the crane and turns on the magnet hanging over the scrap yard. Johnny, his bike, and his pipe are all drawn violently to the magnet.

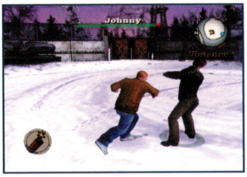

Johnny
All right boys, good work... I got him where I need him.

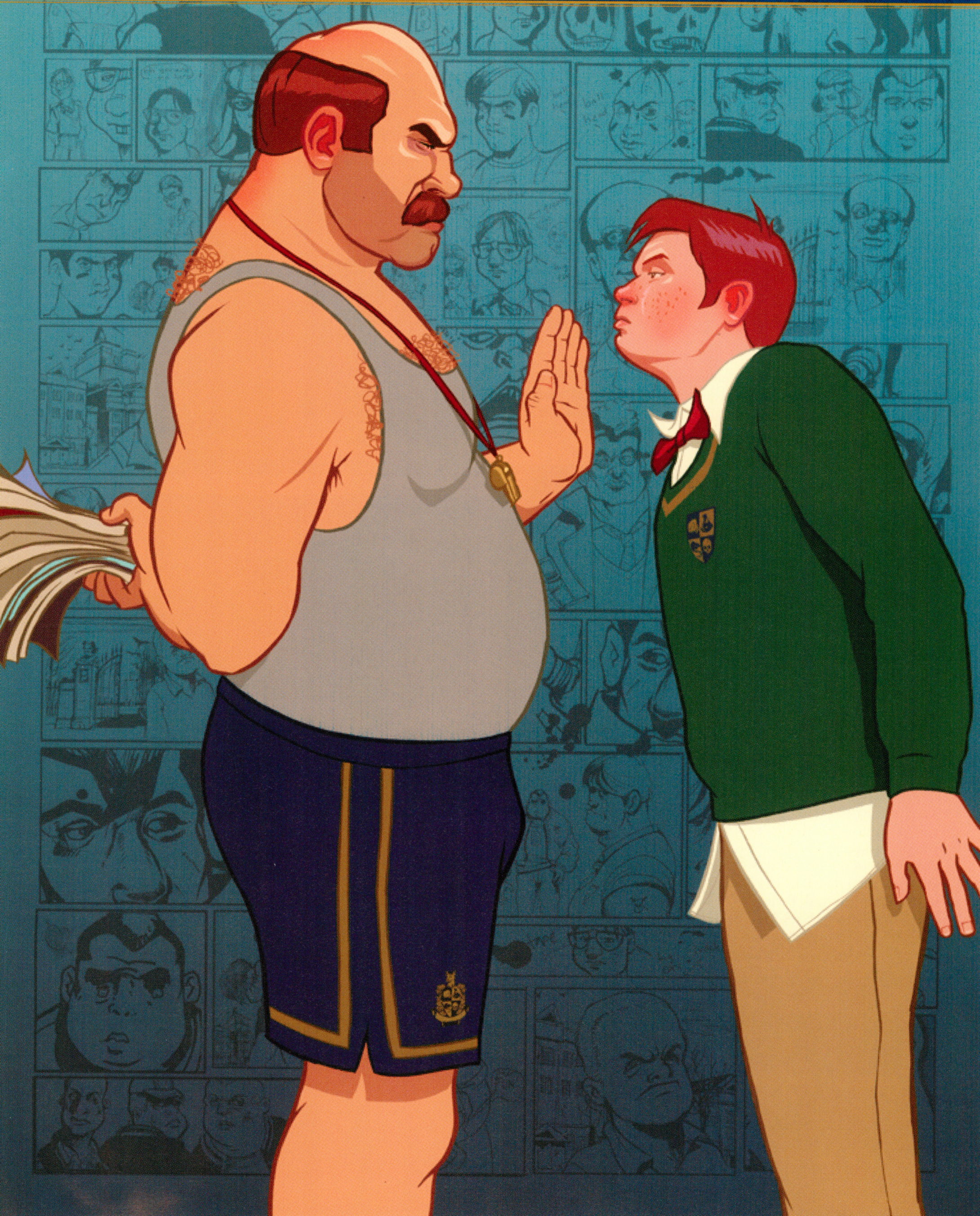
Johnny
Weapon Violence
One more down!

Now that the fight is fair, you can battle Johnny in hand-to-hand combat. Without his bike or a weapon, he's not much tougher to beat than any of his menial greaser friends; he just has more stamina. Use your remaining firecrackers to tip the scales in your favor.

Johnny
Let's see how you do in an even fight.

Once you've won, you allow Johnny his precious, little Lola. You just wanted to prove who was the toughest so you could get the greasers' respect. This concludes Chapter 3.





You've got preppies as friends and now the greasers. What's next? As this chapter begins, Jimmy and Petey run head-on into the jocks. Jimmy sticks up for his little buddy and the jocks make fun of them both. That's enough to get the ball rolling. Now the jocks are going to pay.

⚜ SPRING

The winter snow has melted away and now it's early spring at Bullworth Academy.

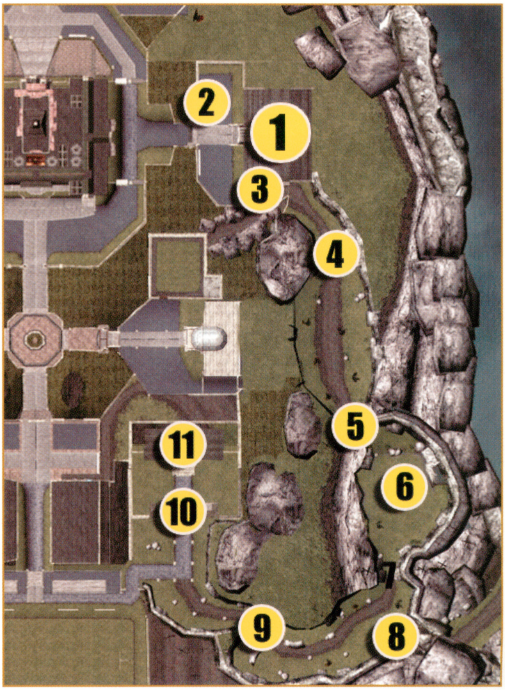
Oh, I'm really scared right now, I'm really scared.

STRONGHOLD ASSAULT

Time Available: 8:00am to 9:00pm

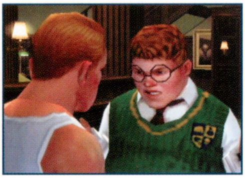
Respect: Nerd Respect -100, Jock Respect +5

Unlocks Mission: "Nerd Boss"



LIBRARY

Feeling sorry for Petey yet? You will after this cinematic. Petey's rejected by the nerds because they think *he's* weird! Jimmy asks Algie for the nerds' help in getting back at the jocks. Algie refuses, but Petey comes through with a great idea. He suggests getting Earnest on your side. Earnest rules the nerds with an iron fist. Petey's suggestion is good, but he still doesn't get to run with Jimmy. Poor guy.



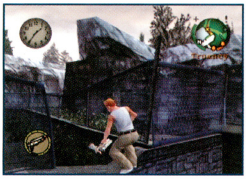
ASK THE NERDS ABOUT EARNEST'S WHEREABOUTS.

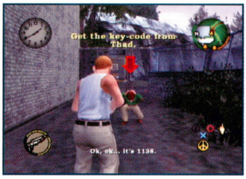
Don't leave the library grounds **(1)**, but look to the right of the walkway arch for a group of nerds **(2)**. When you try to talk to them nicely, they refuse to socialize with you. Punch the nerd, but don't knock him out. He'll change his tune and start spilling the beans very early in the fight.

Hey, losers, mind telling me where your fearless leader is?

GO TO THE ALLEY BESIDE THE LIBRARY.

Now you need the key-code for the locked gate that leads to the nerd stronghold (the observatory). Jump the broken wall **(3)** beside the library and shoot Tad, the gate-guarding nerd, with a bottle rocket. When he gives you the gate key number, approach the locked gate at the end of this short alley.



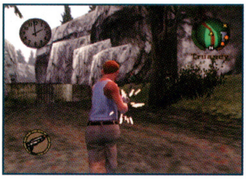


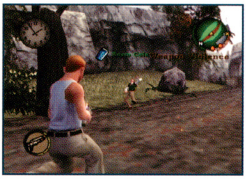
Get the key-code from Thad.

Ok, ok... it's 1138.

MAKE YOUR WAY TO THE OBSERVATORY.

Follow the dirt road to the first barricade **(4)**. Barricades like these can be climbed over. Equip your bottle rocket launcher and keep it ready as you pass the barricade. The rest of the path to the observatory is crawling with nerds, who hide behind rocks and trees. They are also armed with bottle rocket launchers, firecrackers, and stink bombs. The best way to find them early is to keep pressing the targeting button as you move forward. When you get a lock-on, shoot. The bottle rocket launcher is the weapon of choice. You can replenish your ammo along the way from the dropped bottle rockets of the fallen nerds.



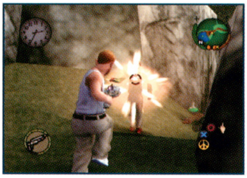


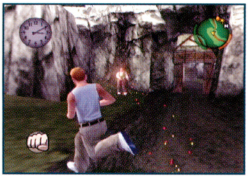
As you pass the second barricade **(5)**, another wave of nerds wait in ambush. Take them out, then find the Rubber Band **(6)** as you pass through this valley.

Weapon Violence

Chokepoint

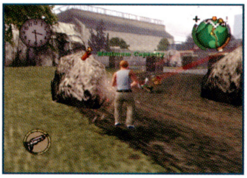
Two nerds jump out from behind the chokepoint **(7)**. Back up quickly and take them out with the bottle rocket launcher. As you enter the new area, firecrackers are thrown from a few different directions. Again, use your targeting button to pick the nerds out of the scenery. You'll find another Rubber Band **(8)** near the barricaded cave entrance. After taking out the last nerd in the area near the next chokepoint, pass through the tin and rock doorway **(9)** to reach the front yard of the observatory.

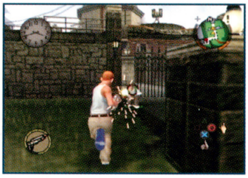




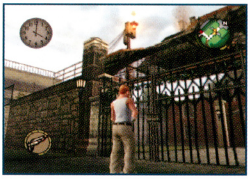
DESTROY THE TRANSFORMER.

Jump over the last barricade and take out the two closest nerds. Use the boulders for cover. You are approaching the range of the large spud cannon on top of the observatory's outer wall **(10)**. This is its main defense. Work your way closer to the sidewalk and the observatory gate using the rocks and columns as cover. When the spud cannon reloads, run to the next column. Work your way to the last couple of columns, shoot the two nerds at the gate, and then rush toward the gate. Take the sodas they drop to replenish lost health. Being right below the spud cannon makes it impossible for it to hit you.



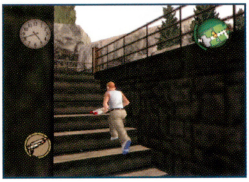


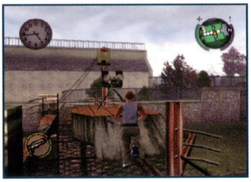
Step back a few feet from the front gate and look up to the left of the cannon. You'll see the red light on the transformer; an arrow floats above it. Shoot the transformer with a rocket or any projectile to open the observatory gates.



GET ON THE SPUD CANNON.

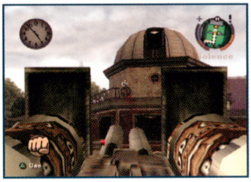
When the doors open, Earnest runs away. Enter the gates, then turn to your right and walk up the wall stairs. Approach the spud cannon **(11)** and press △ to take control of it.

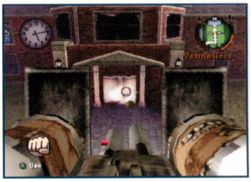




DESTROY THE OBSERVATORY DOORS.

Turn the cannon to the front of the observatory, then aim down at the entry double doors and begin firing a barrage of potatoes at them. Nerds appear on the observatory balcony and in the open windows to stop you. They shoot bottle rockets. Nail 'em with the spuds, then return to firing potatoes at the doors until they buckle under. The condition of the doors is indicated at the top of the screen. Drain it to complete the mission.





NERD BOSS

Time Available: Begins immediately after "Stronghold Assault."

Respect: Nerd Respect +50

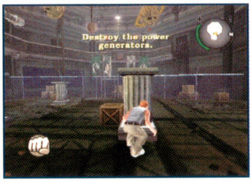
Unlocks: Spud Launcher

Unlocks Missions: "Paparazzi" & "Funhouse Fun"

Unlocks Alternate Task: "Jocks Challenge"

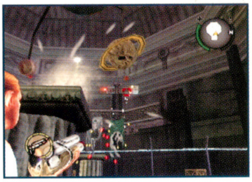
SCHOOL OBSERVATORY

Earnest is on the top catwalk of the observatory interior and he's armed with a Spud Cannon. He doesn't accept Jimmy's victory and wants to fight. Match brains against brawn.

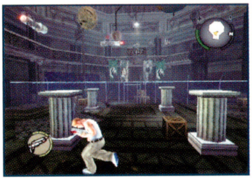


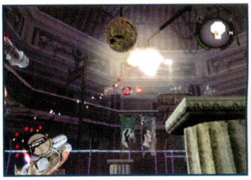
DESTROY THE POWER GENERATORS.

Hide behind the nearby short column. This keeps you safe from Earnest's spud cannon. Use the bottle rocket launcher for the following tasks until you run out of rockets. When this happens, switch to the slingshot and use charged shots. Your target is not Earnest; aim instead for the generators above and on either side of him. Each generator will take about three bottle rocket hits before it is destroyed. Slingshot auto-targeting works on the generators, so you don't have to use the scope if you use the slingshot.



You cannot shoot through the column, so you need to move away from it to shoot the right generator. Move to the right to retain cover from the right column. When shooting the left generator, you must move into harm's way, because Jimmy is right-handed. The Spud Cannon sputters out four potatoes before you need to reload it. So, count four shots, then move away from the column and shoot. The falling generators break Earnest's catwalk and he falls to the next tier.

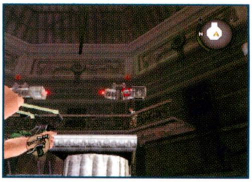




Second Tier Generators: Firecracker Stage

This challenge is the same, only Earnest has lost the Spud Cannon. He now throws firecrackers. Hiding behind columns no longer keeps you safe. If you need some health, find soda cans in the nearby wooden crates. They are often destroyed by Earnest's firecracker attack. Keep moving while shooting the two additional power generators above his head. Once you destroy these, he falls down to the lowest catwalk.

Lower Generators: Spud Launcher Stage



Earnest finds a spud launcher on the lowest tier and turns it on you. The gun has the same firing characteristics as the Spud Cannon; three shots before reload. Hide behind the columns and peek out only to shoot during Earnest's reloads. Shoot the final two generators to complete the battle, earn the loyalty of the nerds, and acquire Earnest's spud launcher. This weapon operates on Cans of Spuds. You'll now find Cans of Spuds in crates, in groceries, and on fallen enemies. There's always a couple outside the main doors of the observatory, as well.

JOCKS CHALLENGE (ALTERNATE TASK)

Unlocking Method: Complete "Nerd Boss"

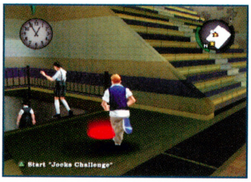
Time Available: 8:00am to 11:00pm

Unlocks: Jock Clubhouse as a save location

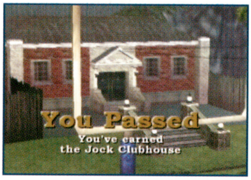
GYM

BEAT THE JOCKS AT DODGEBALL.

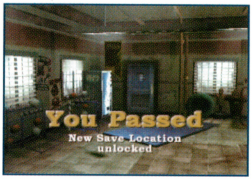
Enter the gym and step into the red marker near the stairs to the lower locker rooms. This alternate task is nothing more than dodgeball, nerds against jocks. For help with dodgeball, see "Gym 2" in the "Classes" section of this guide. That's where you'll find all the rules and tips to dodgeball. The most important thing to remember is to win the face-off. This is the key to winning the round quickly.



Once you've beaten the jocks, you win the jock clubhouse as a save location, which is located at the west end of the football field. Inside is a save book, drink machine, and a cot to sleep in. Your unlocked weapons are also arranged on the floor near some lockers.



You Passed
You've earned the Jock Clubhouse



You Passed
New Save Location unlocked

PAPARAZZI

Time Available: 8:00am to 7:00pm

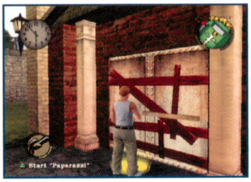
Respect: Jock Respect -10, Nerd Respect +5

Monetary Reward: $25.00

Unlocks Mission: Completion of "Paparazzi" & "Funhouse Fun" unlocks "Defender of the Castle."

OBSERVATORY

Enter the gates of the observatory (blue marker), then walk into the yellow marker near the front doors of the observatory to start this mission. Earnest has a plan to bring down the jocks. He wants you to take incriminating photos of someone they care about—the head cheerleader, Mandy. As much as you feel something very awful about this, you reluctantly agree to take the mission.

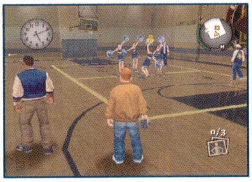


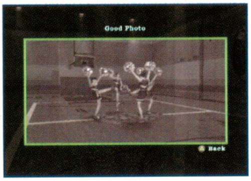
GET SOME PICTURES OF MANDY.

You need to take three incriminating pictures of Mandy. A photo counter appears at the bottom of the screen. Head out of the observatory and follow the yellow X, then select the camera and enter the gym.

Gym Cheerleading Practice

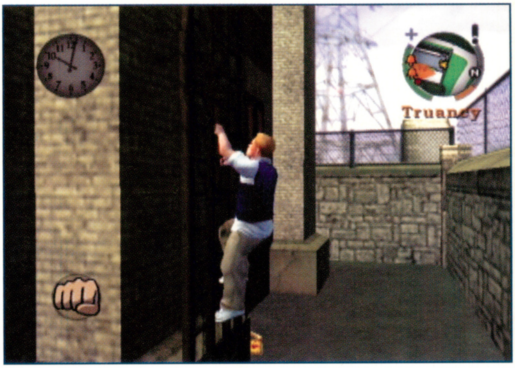
As soon as you walk into the gym, you see Mandy and the other cheerleaders practicing their routine. Take a close-up picture of the team. Zoom in until the photo outline turns green. Good shot. Follow Mandy out of the gym and to the girls' dorm.



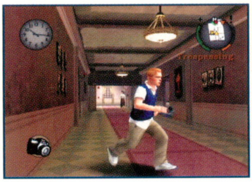


ENTER THE GIRLS' DORM.

Follow the yellow X on your skateboard for speed, then enter the front door of the girls' dorm.

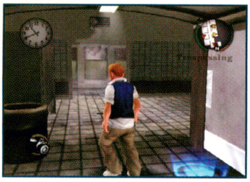


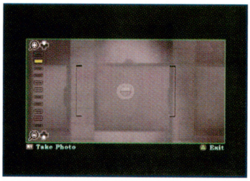
GET SOME PICTURES OF MANDY.



Head down to the second floor attic access room. Stop before entering the hallway and watch the hall monitor's movement on the radar. You'll see the red dot representing the hall monitor and the green line of sight. Mandy is in the shower and the hall monitor is probably working her way to the room across from the bathroom. Wait until the hall monitor checks in on the girls in the bathroom, then exits and moves to the end of the hallway near the stairs before you enter the bathroom.

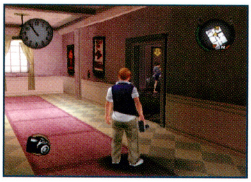
Crouch down to make less noise as you move, then creep into the bathroom when it's safe to do so. Do not enter the actual "shower room" or Mandy will spot you and the mission will be failed. Move to the stalls and face the showers, then zoom in with the camera to the center shower and snap a good photo. Mandy finishes her shower and enters the room across from the attic access room.





GET ONE MORE PHOTO.

Still keeping an eye out for hall monitor, approach Mandy's room (yellow X) and stop just outside. If you stand in the right spot in the hallway, you can see her shaving her legs. Get this shot from the hallway.



Good Photo
Back

RETURN THE PICS TO EARNEST AT THE LIBRARY.

At this point, you can run past the hall monitor and use the front door to exit the dorm. Take the photos back to Earnest to complete the mission. Earnest is now at the nerd headquarters, the library. The avid student of anatomy likes what he sees.

FUNHOUSE FUN

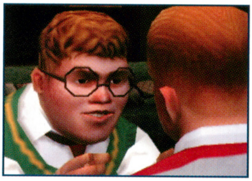
Time Available: 8:00am to 11:00pm

Respect: Nerd Respect +5, Jock Respect -10

Monetary Reward: $25.00

Unlocks Mission: Completion of "Paparazzi" & "Funhouse Fun" unlocks "Defender of the Castle."

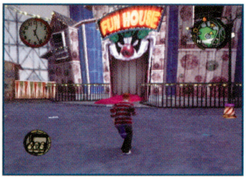
LIBRARY

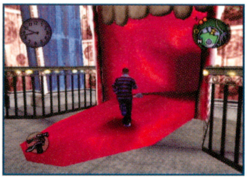


Pee Stain and his nerdy comrades are found at their library headquarters. Pee Stain says the nerds have taken over the funhouse and that the jocks are going to be there this afternoon, presenting a great opportunity to get even with them. He tells you to access the control rooms through the maintenance doors and then to do your thing.

Travel to the Carnival funhouse.

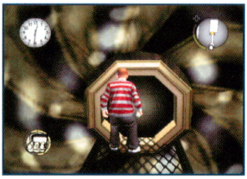
This is a timed challenge. Notice the red line around the clock. You must reach the funhouse before the timer expires. Follow the yellow X past your beach house, through the tunnel, and to the Carnival. Buy a ticket, enter the gates, and skateboard to the back of the park to the funhouse. When you enter the "mouth" entrance, the time challenge segment of the mission ends.





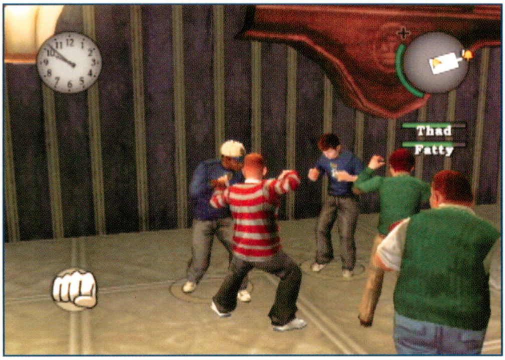
Meet up with the nerds.

Move through the mouth of the funhouse and over the catwalk in the dizzying, spinning room. Crouch down to enter the small doorway to the upside-down room. Inside, two nerds (Tad and Fatty) and two jocks are fighting. This is the tough part. You must take out the two jocks before either Tad or Fatty is knocked out or the mission is failed. The boys are so close together that using firecrackers or bottle rockets is too dangerous to the nerds.



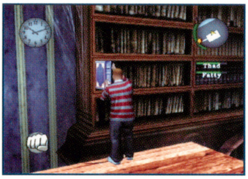
Help the nerds.

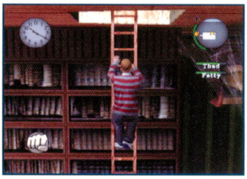
Make sure that you do not accidentally punch or harm the nerds (the ones wearing green sweaters); attack the jocks (wearing blue sweatshirts). Use the nerds' health meters to decide which jock to beat up first and save the nerd who's getting the bigger beating. Use grab attacks and tackle them to the floor to keep them from doing anymore damage to the nerds.



Lead the nerds out of the funhouse.

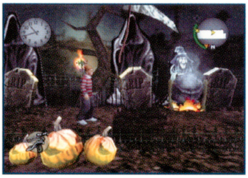
The small entrance into the upside-down room is currently inaccessible. Crawl up onto the large wooden table and then push the blue book sticking out of the bookcase to lower the nearby ladder. Climb the ladder up and out of the room.



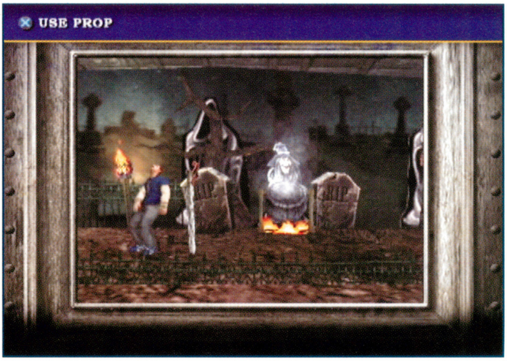


Go to the graveyard control room.

Walk through the funhouse graveyard while avoiding grim reapers' chopping scythes. Open the door at the end of the graveyard to enter a control room, then step into the yellow marker near the security monitor. A video feed of the graveyard appears onscreen. In the monitor, you see Tad and Fatty run through the graveyard toward you. Next, a jock begins to follow the nerds. Press ⊗ to drop the grim reapers' scythes.

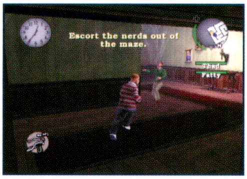


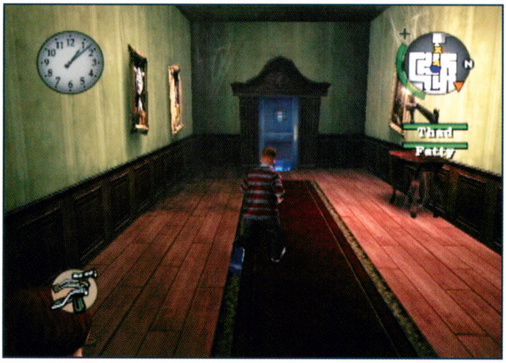
You must time the drop to land on the jock. You have only one opportunity to drop a scythe. Once you drop it, you will control the drop of the next grim reaper's scythe. Try your best to slice the jock with the first couple of tries; two more jocks follow the first and you only have six scythes to drop. Once the jocks are chopped, you find yourself in a maze house.



SEARCH THE MAZE FOR NERDS.

Tad and Fatty are lost somewhere in the maze and you must find them and lead them out. Use the radar map to help guide you through the house. The maze is not that big or complicated, but the nerds' locations do not appear on the radar. Press the large red buttons on the walls to open locked doors. Pass through the first door on the left and turn left in the next hallway. Continue around the right corner and simply follow the hallways through all the opened doorways to find Fatty. Head back through the open door where you found Fatty and press the red button to close his door and open the one next to it. Head to the end of the now opened hallway to find Bucky near the end. Push the button at the end of Bucky's hallway to open the exit hallway. The blue marker near the blue exit door will not appear until you have both Tad and Fatty in your party.

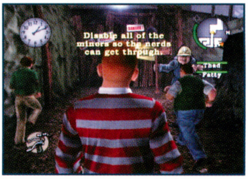

Escort the nerds out of the maze.

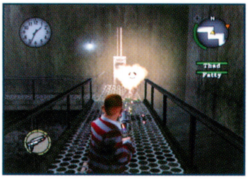


Another option for finding the nerds is to use your radar to find Tad first, and then just get Fatty on your way to the exit.

DISABLE ALL THE MINERS SO THE NERDS CAN GET THROUGH.

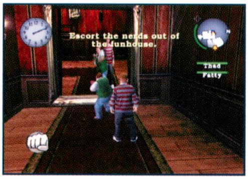
In the mine shaft, you must climb up to the catwalk where the miner control panels are located. Defeat the jocks at the controls, then activate them to allow the nerds to reach the end of the room on the ground level. The easiest way to defeat the jocks is to use a charged slingshot attack in scope mode. Aim for their heads and you can take them out with one shot. The bottle rocket launcher makes short work of them, as well.

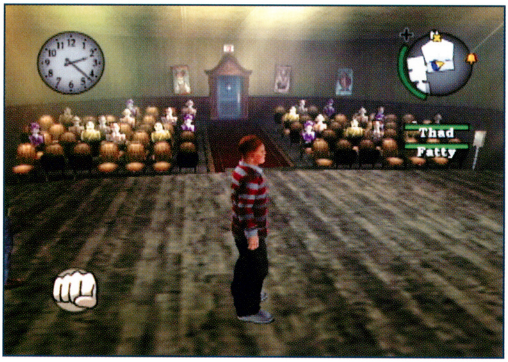

Disable all of the miners so the nerds can get through.



FOLLOW THE NERDS OUT OF THE MINE.

Scoot down the ladder near the final miner control panel and open the nearby door. You find yourself in a house of mirrors with the nerds having a fun time viewing their distorted reflections. Gather them and then head upstairs to the backstage area. The curtains open and you can pass through the auditorium of the cut-out people and exit through the backdoor. This completes the mission.


Escort the nerds out of the funhouse.



DEFENDER OF THE CASTLE

Time Available: 8:00am to 11:00pm

Respect: Nerd Respect +20, Jock Respect -10

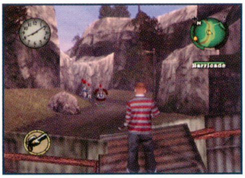
Monetary Reward: $25.00

Unlocks Missions: "Nice Outfit" & "Discretion Assured"

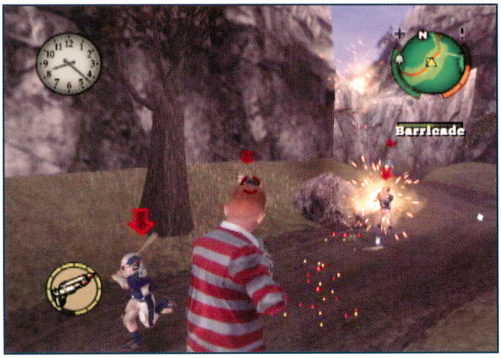
OBSERVATORY

The nerds are bugging out, packing up, and freaking out. The jocks are coming for them in retaliation for the pictures Earnest had you take of Mandy. The spud cannon is down, but Earnest hands you the spud launcher to hold the jocks off while he repairs the cannon.

GET TO THE BARRICADE AND DEFEND IT.

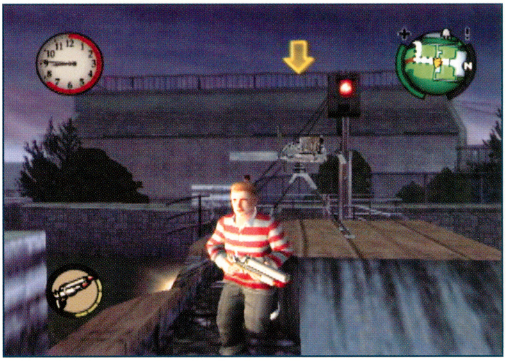


With the spud launcher in hand, follow the yellow X to the first barricade on the observatory path. Walk up the inclining piece of sheet metal and stand at the top of the barricade. Shoot the jocks with the spud launcher, then switch to your bottle rocket launcher or slingshot when the spuds run out. You do not have to keep the barricade from falling under the jocks' tackling attacks. Your next objective is the same whether the barricade falls or not.



RETURN TO THE OBSERVATORY AND MAN THE SPUD CANNON.

Earnest repairs the spud cannon and now you must man it. Take aim down the pathway and prepare to keep the wave of football players away from the observatory gates. You can lay down a steady stream of spuds at a chokepoint and knock out a bunch of jocks without even adjusting your aim. This chokepoint is the gap near the left canyon wall and a large boulder. Shoot in the gap between the canyon wall and the boulder.



Once one player gets through your stream of spuds, adjust to take out the guy who slipped through and then hold them off between the last and next to last columns along the path. Try to keep them far away from the observatory. There are many jocks, so be patient. Once the red arrow above the football player's head is gone, that player is knocked out. Move on to the next. If a player passes through the gate under the spud cannon, the mission is failed. Stop all the jocks to win.

NICE OUTFIT

Time Available: 8:00am to 7:00pm

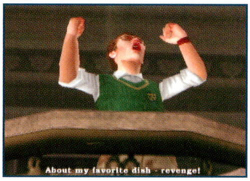
Respect: Jock Respect -10, Nerd Respect +5

Unlocks: Mascot Outfit

Unlocks Mission: "Nice Outfit" & "Discretion Assured" unlocks "The Big Game."

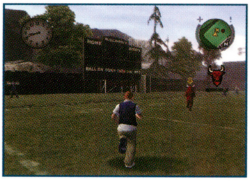
OBSERVATORY

Earnest has another plan to bully the bullies. His continual focus is on his greatest nemesis… the jocks. The new plan involves props, so he wants you to get your hands on the Bullworth Academy mascot outfit.

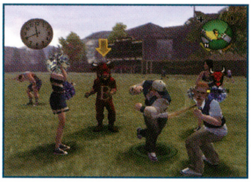


About my favorite dish - revenge!

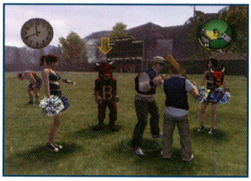
TRAVEL TO THE FOOTBALL FIELD AND ANNOY THE MASCOT.



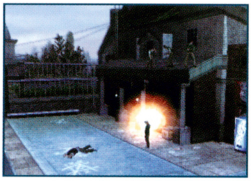
Follow the yellow X to the football field—a short walk down the observatory path—to find the mascot. The Bullworth bull has a yellow arrow overhead; his position is also indicated with a yellow X. A bull icon and an annoyance meter appear on the right of the screen. When you beat or shoot the mascot, the meter fills. When it's completely full, the first objective is complete.



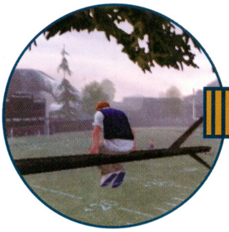
This is harder than it sounds, as the field is also full of loyal football players. They try to tear you apart when they see you beating on their mascot. The coach and a prefect may also join the battle. Instead of trying to take on all these forces, it's easier to just chase the bull while avoiding the others.



If you don't use the tree tip (see below), this may help: While you run after the bull, use your slingshot, spud launcher, or bottle rocket launcher to fill the bull's annoyance meter. As long as you don't use scope mode, you can run rather quickly while targeting and shooting the mascot. One of the football players has a baseball bat. If you end up fighting and taking this, it is also a good weapon to use on the bull.

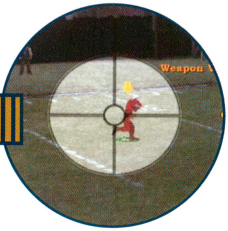


The entire team, including the bull chase after you toward the gym in a cinematic reached when the mascot's annoyance meter is filled. The nerds ambush the team using firecrackers to knock them out. You and the mascot end up in the gym pool.



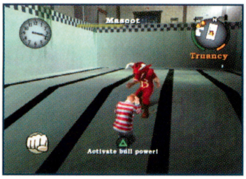
TREE TIP

Remember the tree you used in the "Slingshot" mission? You can use its limb to stay safe from the football team while targeting the mascot with projectile weapons, mainly the slingshot.



DEFEAT THE MASCOT.

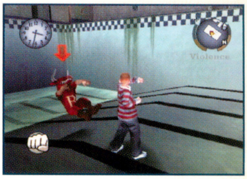
The mascot's damage meter appears at the top of the screen. It's you against the mascot in a hand-to-hand battle in the drained pool. The fight is reminiscent of the battle with Russell—the bull has a charge attack that's similar to his. If you sprint out of the way when the bull charges, you can avoid the attack and the mascot will run head-on into the pool wall. This leaves it stunned for a moment while it tries to recover from the collision, revealing its most vulnerable moment. This charging bull move always follows a successful head-butt where the bull knocks you down to your knees. At this time, you're instructed to press ▲ repeatedly to recover. If you do not recover soon enough from this attack, you'll have a hard time dodging his next move... the charging bull attack.



Mascot
Violence

Attack with projectile weapons or grab attacks. The mascot is nowhere near as difficult to beat as Russell. Once you've learned how to avoid the charge attacks, the rest of the battle is like any other student fight. Try to incorporate the special moves you learned in gym class, from the hobo, and in the boxing gym. Defeat the mascot and the bull outfit is yours.

Mascot
Violence



MASCOT OUTFIT

You cannot use any of your projectile weapons while wearing the mascot outfit, except when playing "The Big Game" mission. Also, when confronted by students, you will be asked to do the Cow Dance. If you perform it successfully, you'll talk your way out of a fight. You learn more about the Cow Dance in "The Big Game."

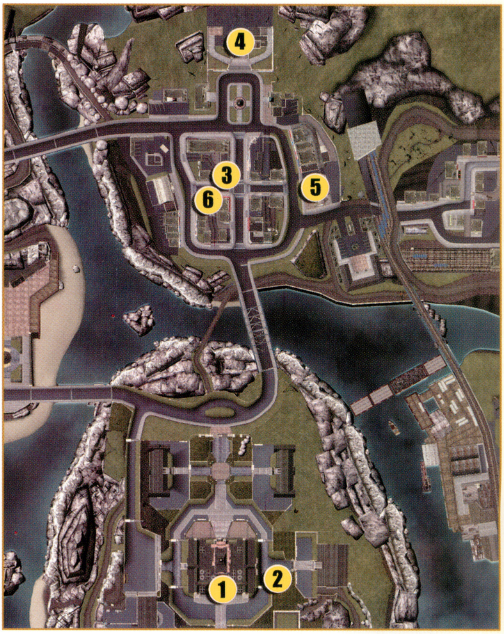
DISCRETION ASSURED

Time Available: 8:00am to 9:00pm

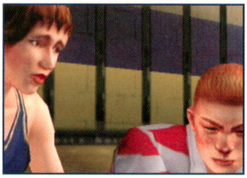
Respect: Nerd Respect -5

Unlocks: Mandy as a girlfriend.

Unlocks Mission: "Nice Outfit" & "Discretion Assured" unlocks "The Big Game."

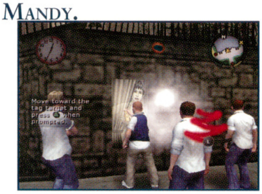


GYM BLEACHERS



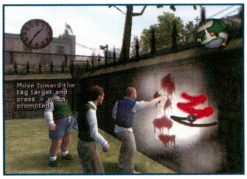
Mandy is deeply hurt by the circulation of the photos you took of her. Now they are plastering posters of her all over town. She's afraid she may be expelled. Feeling somewhat responsible, you agree to get rid of the posters.

TAG OVER THE POSTERS OF MANDY.



Move toward the tag target and press ● when prompted.

This entire mission is timed. Notice the red time line around the clock. There are two yellow Xs on the radar on the school grounds. Follow the closest X to the crowd of bullies around Mandy's poster on the back wall of the school **(1)**.

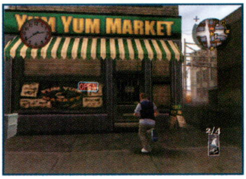


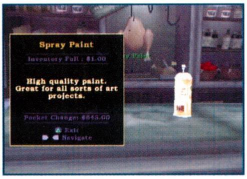
Move toward the tag target and press ▲ when prompted.

If you walk between boys without disturbing them, you can tag over the poster without a fight. Paint over the poster just as you would spray any tag location. Head toward the library to find nerds checking out the Mandy poster **(2)** on the wall. Slip between them and tag over it.

TAG OVER THE POSTERS OF MANDY IN BULLWORTH TOWN.

There are two poster locations in Bullworth Town, but there will be three soon. On your way to spraying the first of these two locations, find or purchase a full can of spray paint. Stopping for paint during the following challenge can make things much more difficult. Stop in Yum Yum Market **(3)** to get paint if you haven't found any along the way (use our Items maps for free paint locations).





Spray Paint

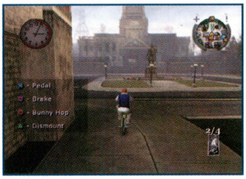
Inventory Full : $1.00

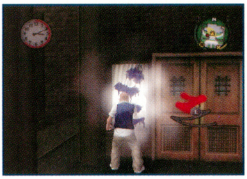
High quality paint. Great for all sorts of art projects.

Pocket Change: $543.00

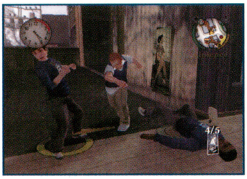
▲ Exit
◀ ▶ Navigate

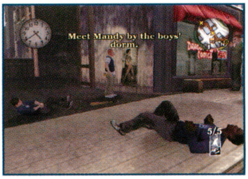
Tag the poster at the city hall first **(4)**. As soon as you do this, Tad places another poster **(6)** on a wall, increasing the total Bullworth Town poster count to three. Quickly bike to the next poster **(5)** and tag it.





Quickly sprint to the final poster **(6)**. Beat up the jocks with their own bat, then tag the poster before Tad has a chance to cover any of the posters you already tagged. Getting the city hall poster covered first and having enough paint to tag the posters quickly is vital to your success in this challenge. The timed segment of this challenge ends once you spray over all the posters.

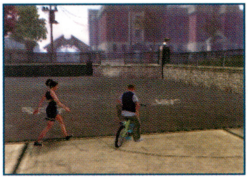




Meet Mandy by the boys' dorm.

MEET MANDY BY THE BOYS' DORM.

Go back to the school to find Mandy standing near the front steps of the boys' dorm. She thanks you and becomes your friend. Go ahead and give her a big smooch to raise your health.



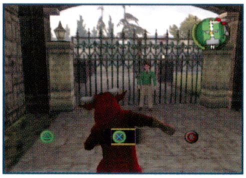
THE BIG GAME

OBSERVATORY

Earnest is having some alone time with his girly mag. You sneak up on him and catch him off guard. He changes the subject by telling you the big game is today. Operation *Trojan Cow* is ready to proceed. He wants you to rendezvous with his nerd agents at the football field.

Time Available: 8:00am to 9:00pm
Respect: Jock Respect -10
Monetary Reward: $25.00
Unlocks Mission: "Jock Boss"

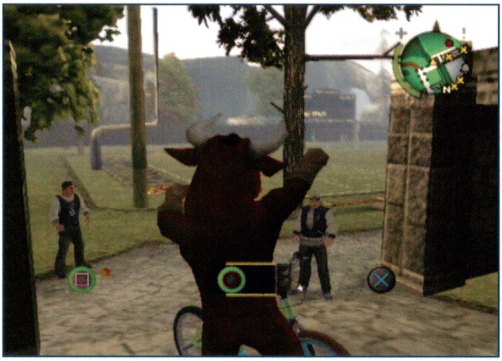
DANCE IN FRONT OF TAD TO UNLOCK THE GATES.



You find yourself in full mascot outfit, standing at the gates of the observatory. You need to prove to Tad that you can complete the operation by doing the official Cow Dance. He will not open the gates to let you pass until you do so. To perform it, press L1 + ⊗. This brings up a sequence of buttons at the bottom of the screen to press in time to perform the dance correctly. It's similar to the Chemistry class challenge, only a lot more entertaining!

TALK TO THE NERD AGENTS.

The nerd agents appear as yellow Xs on the radar, in different areas around the football field. You can do these in any order, but we chose them in order of closeness. You are stopped at the entrance to the football field by three jocks, who make you perform the Cow Dance if you want to pass without a fight. Dance correctly or punch through the jocks to get to the field.



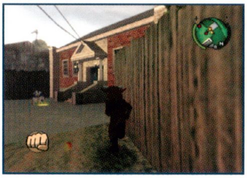
NERD AGENT: BEHIND THE BLEACHERS

As soon as you enter the field from the observatory pathway, head around the bleachers on your right to find the first nerd agent. You must walk all the way around the seating structure; a tall fence prevents you from reaching this agent via the short route. He gives you a football rigged with a firecracker and wants you to switch it with the real game ball.

Here's a ball we've rigged with a cherry bomb. Get to the shed by the field and swap it for the real game ball.

PUT THE RIGGED BALL IN THE BAG.

Follow the yellow X on the radar to the clubhouse on west end of the field. Follow the perimeter (bleachers to wooden fence) to avoid encountering any jocks longing to see the Cow Dance. Step into the yellow marker at the foot of the clubhouse steps to plant the football in the duffle bag. A cinematic shows a jock take the rigged football and throw a pass to another one, who is knocked out from the firecracker blast.



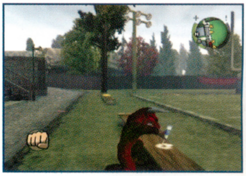
TALK TO ANOTHER NERD AGENT.

The next closest nerd agent is behind the westernmost bleachers (the ones you passed on the way to the clubhouse). Talk to him and he gives you glue to put on the players' benches.

Go create a sticky situation on the team benches... get it? Hehehe... a sticky situation.

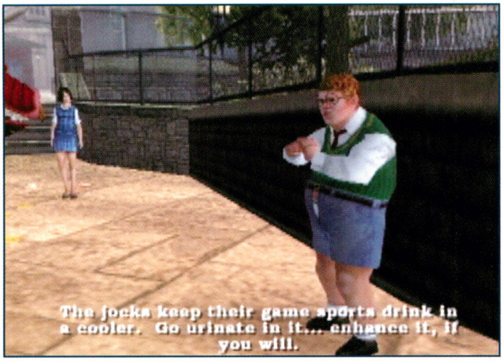
GLUE PLAYERS' BENCHES AT THE FOOTBALL FIELD.

Follow the yellow Xs to the benches in front of the bleachers. There are four benches to glue and you may have to do the Cow Dance for a group of three jocks before you get all them glued. Walk up to the yellow markers on the benches and press ▲ to lay down the sticky stuff.



MEET NERD AGENT ALGIE.

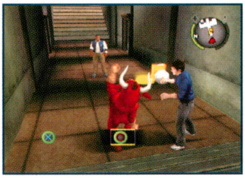
Pee Stain (Algie) is located near the Harrington House walkway. He wants you to urinate in the jocks' sports drink cooler, which is located in the school gym.



The jocks keep their game sports drink in a cooler. Go urinate in it... enhance it, if you will.

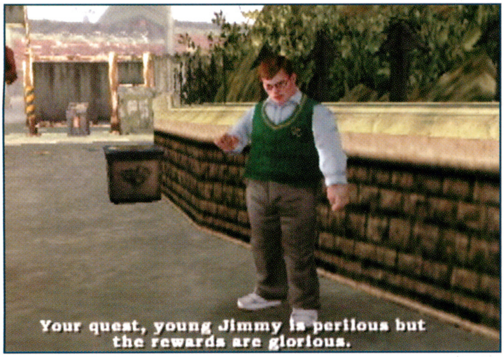
SPIKE THE COOLER.

The jocks' cooler is near the locker rooms in the gym. Enter the gym, then perform the Cow Dance for the jocks near the cooler. They are pleased and leave you alone. Walk up to the cooler outside the locker rooms and "spike it." Leave the gym and you'll see a jock testing the new formula in a cinematic.



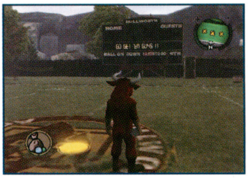
NERD AGENT MELVIN

Melvin is located on the walkway that leads to auto shop. He wants you to scatter marbles all over the football field.



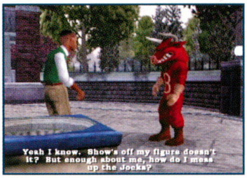
Your quest, young Jimmy is perilous but the rewards are glorious.

SPREAD MARBLES ON THE FOOTBALL FIELD.



Run back to the football field and throw marbles in the three marked areas. After completing this task, you see a couple football players enter the field for a game and slip on them.

SEE THE FINAL NERD AGENT.

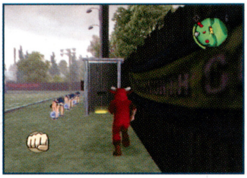


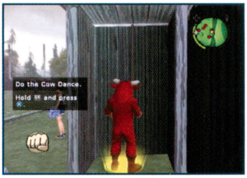
Yeah I know. Show's off my figure doesn't it? But enough about me, how do I mess up the Jocks?

Head back to the school walkway where you found Melvin and Algie. The final nerd agent is near the fountain. He wants you to flip a switch that controls the scoreboard, which he rigged to display a special message.

HACK THE SCOREBOARD.

Sprint through the football field to reach the south side near the scoreboard. Take a path that keeps you from running through groups of jocks or cheerleaders, then enter the small control booth (follow the X) and press ▲ to hack the message on the scoreboard. The cheerleaders may want you to do the Cow Dance, but you can complete this task without messing with that if you're quick. Hacking the scoreboard completes the mission, but sends you directly into the Jock Boss battle.





JOCK BOSS

Respect: Nerd Respect +10, Jock Respect +100

Unlocks: Chapter 5

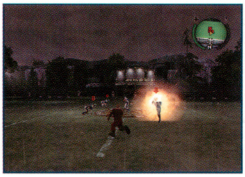
Unlocks Area: Blue Skies Industrial Park

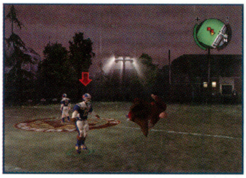
SCOREBOARD SWITCH BOOTH IN "THE BIG GAME"

The jocks discover your true identity and are going to make you pay for the prank you pulled. The object of this challenge is to get through Ted's (the team captain) linemen to ultimately sack the QB.

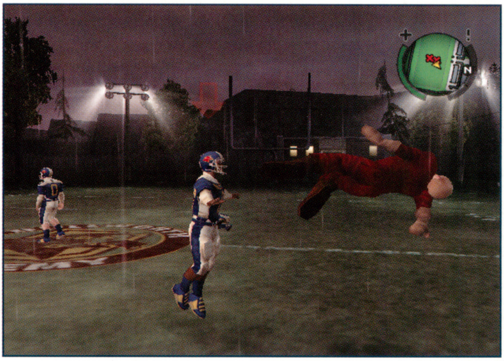
TAKE OUT TED'S LINEMEN.

Ted has three linemen protecting him. Off-field players toss Ted footballs you rigged with firecrackers. Ted then throws the football at you and attempts to blow you up. If you are hit by the ball, it explodes and you take damage. Dodge the ball, then pick it up and throw it at one of his linemen. These are the guys standing around Ted with the red arrows overhead. Ted continually throws balls, so mid air explosions may occur if you throw your ball at the same time he throws his.



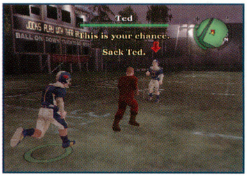


Stay away from the linemen. If you get close to the group, they'll tackle you and toss you around like a rag doll. Occasionally, other players from off-field will rush you while you're trying to take out the three linemen. This is actually good for you (as long as you can beat them or blow them up). They drop health sodas when you defeat them; if you get hit by a ball bomb, you'll need these power-ups to stay in the game.



TAKE OUT TED.

Once you blow up Ted's three guards, he moves 10 yards downfield and acquires two fresh replacement guards and retains one. It's like football. You gained yardage. When these two replacements are blown up, he moves down to the end zone and the final two replacement guards are put in. The main idea is to keep moving, even while throwing a "bomb." Let the bombs do the work and stay away from the guards. Take out the final three linemen, then sack Ted. Knock him out with one hit using a running tackle. To do this, run toward Ted and press ● to tackle when you get close. This move only works when running. Congratulations, you've completed Chapter 4!



Later
oh you are my hero

With Chapter 5 comes a new area to explore: Blue Skies Industrial Park. Back at Bullworth Academy, Jimmy is the king and everything seems to be going his way. He bullied the bullies and each clique now seems to get along with the other. It wasn't really his plan, but things have turned out wonderfully. However, there is one small thorn in his side. And Petey points it out… there's still the small issue of Gary, who thinks *he's* supposed to be the big cheese.

MAKING A MARK

Time Available: 8:00am to 11:00pm

Respect: Jock, Greaser, Preppy, Nerd Respect -100, Townies Respect +25

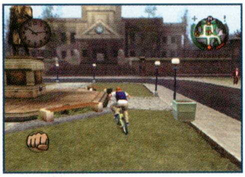
Unlocks Mission: "The Gym is Burning" & "Rats in the Library"

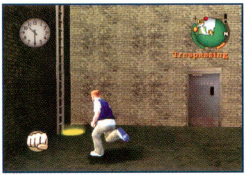
Boys' Dorm

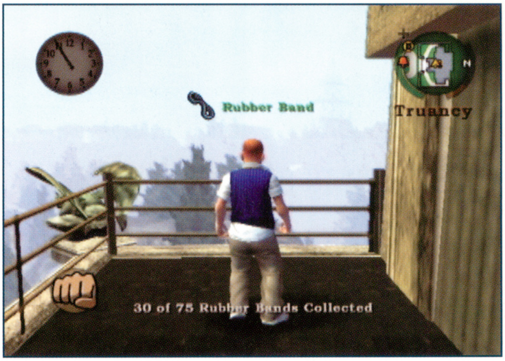
This mission is found in the boys' dorm hallway. The fellas are gathered in the rec room and they're all singing Jimmy's praise. They get a wild idea to make Jimmy bigger than the school and want to expand this thing they call "Jimmy" by making a mark on local government. The ill conceived idea involves physically marking city hall.

Travel to Bullworth Town City Hall.

Follow the X to city hall in Bullworth Town, then walk around the right side of the building to find the ladder and yellow marker in the back alley. Climb the ladder to the first rooftop, then crawl over the short wall and scale the second ladder. You can find a Rubber Band on this tier. Climb the final ladder to reach the high ledge where you must lay your tag.



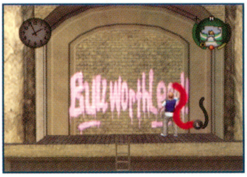


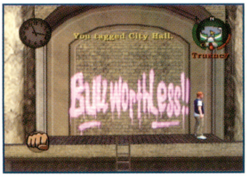


30 of 75 Rubber Bands Collected

Lay a tag on City Hall.

Stand before the bull's-eye and spray the tag while tracing the shape with the left control stick, then move over to the next bull's-eye and spray again. Finally, move over one more time and spray the last of three tags. The entire tag reads, "Bullworthless." This act raises your trouble meter with a couple of violations: tagging and trespassing. The cops are waiting for you on the street below.

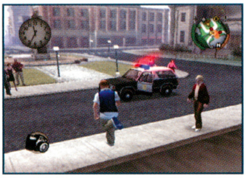


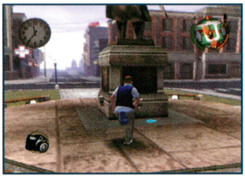


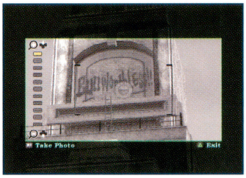
You tagged City Hall.

Photograph the tag from the street.

Now it's time to get some evidence of your "work of art." Follow the ledges and ladders back down to the side alley and run away from city hall to lower your trouble meter. Watch for cops on the radar to avoid being busted, then head to a good photo-op location. The radar suggests the city hall statue is a good spot. There's a Rubber Band on the north side of this monument. Select your camera, then aim up and zoom into your tag on city hall to snap a good picture.

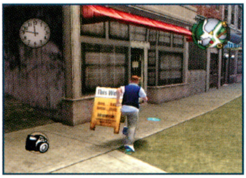






Return to your dorm room.

Skateboard or bike it back to school. On the way, you can find another Rubber Band on the sidewalk north of Worn In. Head into the boys' dorm and then into your room where Petey is waiting to deliver some bad news. He says that all the cliques are turning on you, and he believes that this is Gary's doing. All clique respect lowers after this mission except townies, whose respect you have earned for berating the school with your tag on city hall.



THE GYM IS BURNING

Time Available: 8:00am to 9:00pm

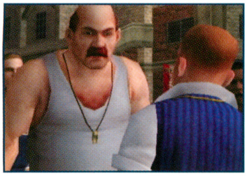
Respect: Jock Respect +15

Monetary Reward: $30.00

Unlocks Mission: "The Gym and Burning" & "Rats in the Library" unlocks "Finding Johnny Vincent."

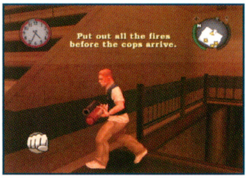
Gymnasium

The yellow marker for this mission is on the walkway under the arch near the gym. Mr. Burton is overheated. His gym is on fire and he blames you! He thinks you were upset that you didn't make the team. He even called the cops on you. After trying to explain that you didn't even want to be on the team, a scream cries out from inside the gym. You rush into the blaze to rescue trapped students.



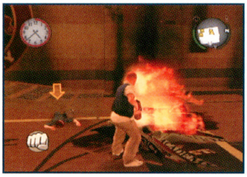
Get the fire Extinguisher.

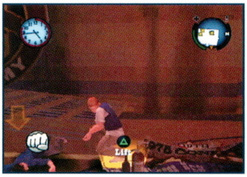
This is a timed mission. The cops are on the way. Notice the red ring around the clock. You must complete this mission before the red is gone. The fire extinguisher is located on the wall near the bleacher facing the stairs. If you have trouble finding it, follow the yellow X on the radar.



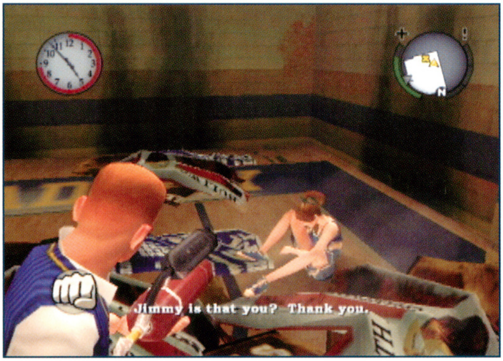
Extinguish all the fires before the cops arrive.

Working your way around the room in a counterclockwise direction from the entry, you eventually come to a boy trapped near flames. Extinguish the fire and a yellow marker appears (using aim mode may help you put the fire out more easily). Step into the marker and press △ repeatedly until you have successfully lifted the object off the student.



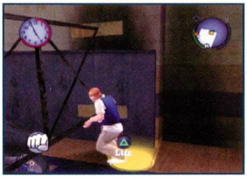


Next, extinguish the fire near Mandy. She thanks you and runs off. Step into the yellow marker near the fallen basketball goal and lift it off the student. He tries to escape, but a fire flares up on the opposite end of the goal. Extinguish the rising flames and he escapes with his life. Finally, move around the gym and extinguish any remaining small fires. When you quell the last flame, you ask Mandy what happened. She says she saw the pyro downstairs.



SEARCH THE GYM FOR THE PYROMANIAC.

Head down to the girls' locker room (the one on the right). A voice is heard inside when you approach the entrance and a townie runs from deep inside the locker room and faces you. The mission ends as he knocks Jimmy down on the way out.



RATS IN THE LIBRARY

Time Available: 8:00am to 9:00pm

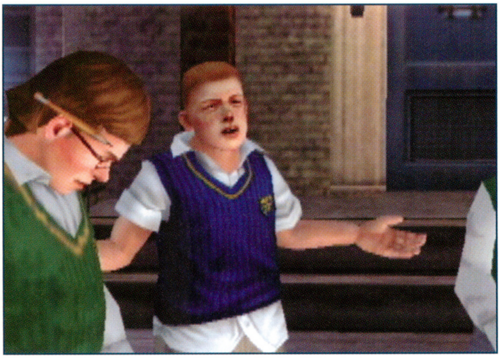
Respect: Nerd Respect +15

Monetary Reward: $30.00

Unlocks Mission: "The Gym and Burning" & "Rats in the Library" unlocks "Finding Johnny Vincent."

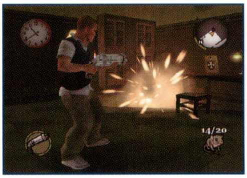
LIBRARY

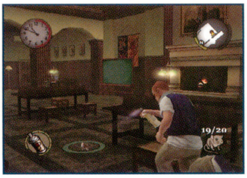
The nerds have been run out of their headquarters by a pack of rats and they aren't men enough to take care of the situation. Looks like you'll have to exterminate the problem.



CLEAR THE LIBRARY OF RATS.

This is a timed mission. You must clear the library of 20 rats, which appear on the radar as red dots. You won't have a problem finding them until only a few remain, though—the place is infested! The slingshot is the best weapon for this job—but blowing up rats with the bottle rocket launcher is pretty fun, too! Spray paint also works well, but it has an extremely short range.





You can even pick up dead rats and throw 'em at the live ones, but it takes a couple of dead-rat throws to defeat a healthy rat. Always charge your shot before you hit them with a slingshot attack. A charged hit can kill a rat with one hit. When you get down to the last few rats, use the radar to locate them.

Library Fun

While in the library, nab a G&G Card near the information globe. While facing it, press △ to learn global facts. Keep activating the globe to read mounds of informative facts. The number of facts learned here is tracked on the Stats menu.

Once the rats have been exterminated, the librarian asks you to check the delivery crates. Notice "Spencer Shipping International" is printed on the side. This shipping company comes up again later in this chapter… and the plot thickens.

SPENCER SHIPPING
INTERNATIONAL

FINDING JOHNNY VINCENT

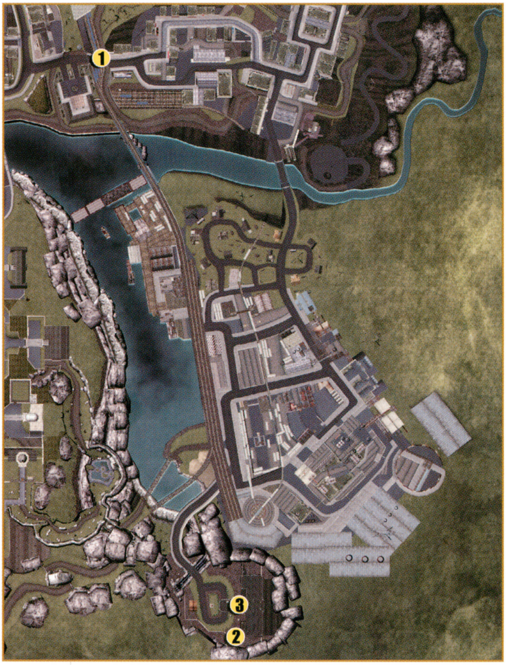
Time Available: 8:00am to 11:00pm

Respect: Greaser Respect +25

Monetary Reward: $30.00

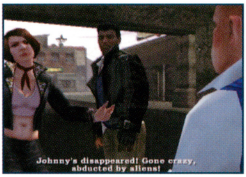
Unlocks Mission: "Revenge on Mr. Burton"

Unlocks Alternate Task: "Townies Challenge"



New Coventry Tunnel

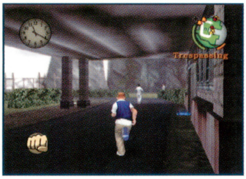
This mission is picked up under the New Coventry bridge **(1)** where you used to meet Johnny Vincent. Lola and another greaser are looking for Johnny, who's disappeared. Someone said they saw a couple of asylum orderlies driving up to his house.



Johnny's disappeared! Gone crazy, abducted by aliens!

Travel to the asylum.

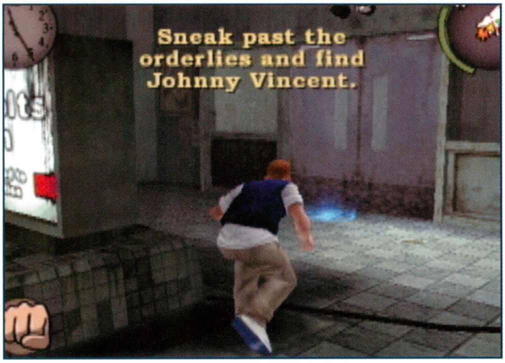
Access the rail tracks that run above the New Coventry bridge for a more direct route to the asylum in the distant south **(2)**. You can also make your way east through New Coventry and then south over the bridge through Blue Skies Industrial Park to reach the asylum by using the main road.



As you did in "Galloway Away," use the tree on the south side of the asylum to gain access to the grounds. The orderlies will boot you out if you're spotted. Run to the front door and enter the asylum.

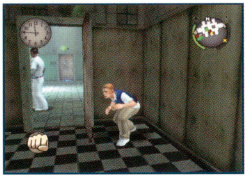
SNEAK PAST THE ORDERLIES AND FIND JOHNNY VINCENT.

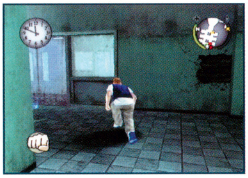
Once again, there's an orderly behind the window to the right in the first room. Move to the first door in the back of the room when his back is turned. Use the radar to see the orderly's line of sight.



A Block

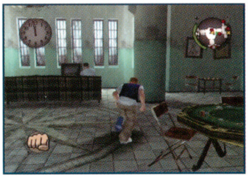
The A Block is where you found Galloway's cell. As always, there is only one orderly in this block and he's guarding the door you need to pass through. Sneak into the middle cell on the right side of the block (Cell 3) and wait inside until the orderly passes the cell on his patrol. As soon as he passes by, sneak through the east exit, pass through the next small room, and enter the rec room.





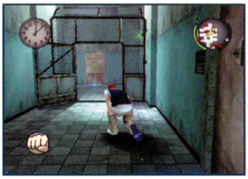
Recreation Room

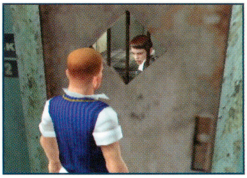
There's an orderly asleep in front of the TV at the far end of the rec room, so he has no line of sight. Sneak to the door on the right without waking him. This places you in a short room before the B Block doorway. Enter it.



B Block

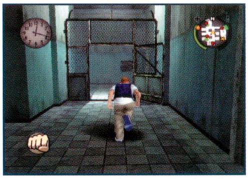
The B Block is arranged exactly like the A Block. Johnny Vincent is in the last cell on the right (B Block Cell 2). The orderly near his cell usually does not pose a problem; he patrols the opposite side of the block the moment you enter. Quickly sneak up to the yellow marker outside of Johnny's cell. Johnny tells you to get an orderly suit to help him escape.



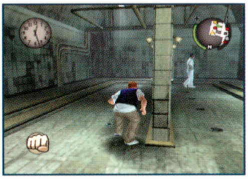


Get to the laundry room and find the orderly outfit.

Head due east from Johnny's cell to reach the east side of the B Block. The orderly who was patrolling this side when you entered should be on his west side patrol. Sneak to the northeast corner of the Block (left of the entrance), then open the employee entrance door and pass through the short hallway. Open the next door to access the shower room.



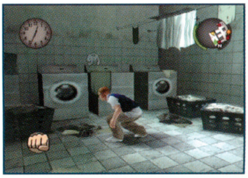
Shower Room



The orderly in here patrols the entire shower, but you can easily use the middle, tiled partial wall as cover. Since his line of sight is limited, you can enter the room and stand at the north end of the short wall. Sneak along the east side when the orderly moves along the west side of the wall, then enter the south doorway to the laundry room.

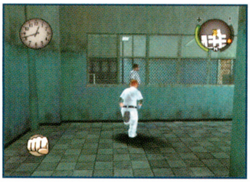
Laundry Room

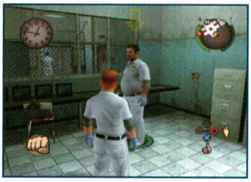
The orderly uniform is in the back of the laundry room near the washing machine and dryers. Once you're wearing it, you no longer have to worry about orderly detection or being thrown out of the asylum. They think you're an employee now… a 15-year old employee. What? It could happen.



Talk to the guard in the control room.

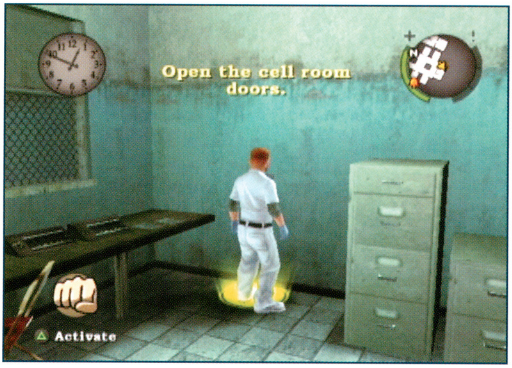
Run back to the south end of the B Block (near Johnny's cell), then enter the control room and stand on the yellow marker to speak to the control room orderly. You relieve him for break and he leaves the room, probably deep in thought about why he just left a kid near the button to all the patients' cells.



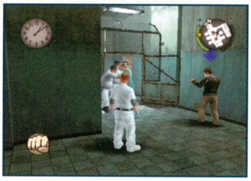


Open the cell room doors.

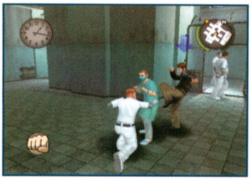
A yellow marker appears in the control room after relieving the orderly for a break. Activate it to open the cell doors. This releases all patients from their cells.



Help Johnny escape.



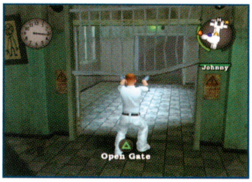
Johnny now appears on the radar as a blue blip. He's waiting for you outside his cell **(3)**. When you meet him, he asks you to follow him. A blue arrow appears above his head. The orderlies you encounter from here on out will not throw Johnny back in his cell. They believe you have him in custody.



The orderlies are trying to take down the patients you released from their cells. If they block your route, don't attack the orderlies; attack the patients. There are far fewer patients to battle than orderlies. Once out of the B Block, Johnny leads you back into the rec room.

Find a way out of the asylum

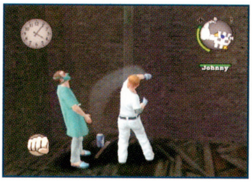
Recreation Room

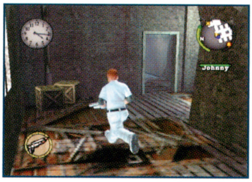


All the exits are locked down when you enter the rec room. A door opens behind the C Block bars. Approach it and face the bars blocking the C Block doorway. Press △ repeatedly to lift the bars, allowing you to pass through.

C Block

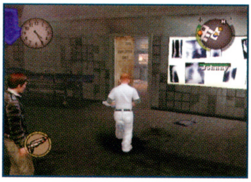
You now lead Johnny through the asylum. Take him into the C Block and, as soon as you enter, turn left to the west side of the block (the cell area on the east side is blocked). Defeat the two patients, keeping Johnny away from harm. He has a health meter; if it drains, the mission is failed. Continue to the north end of the C Block. Find the crates in the corner and break them if you need soda, then pass through the northeast doorway to access the morgue.

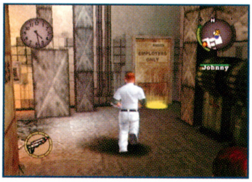




Morgue

Pass through the morgue via the doorway near the X-ray display. The asylum exit is in the small utility room. Step into the yellow marker and activate the door to complete the mission.



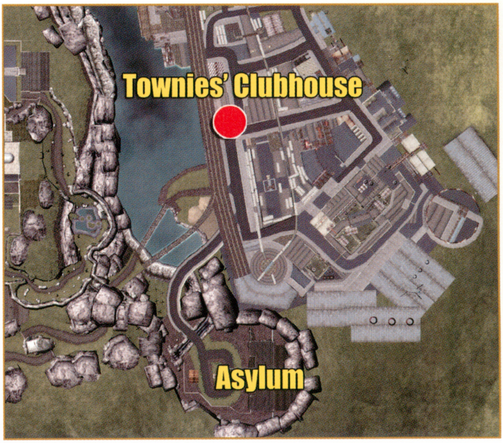


TOWNIES CHALLENGE (ALTERNATE TASK)

Unlocking Method: Complete "Finding Johnny Vincent."

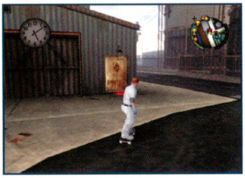
Time Available: 8:00am to 1:00am

Unlocks: Townies Hangout and a new save point.



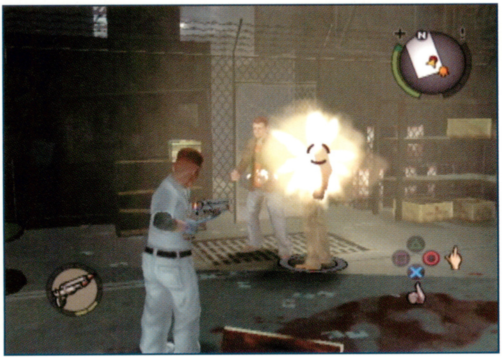
TOWNIES' CLUBHOUSE IN BLUE SKIES INDUSTRIAL PARK

Follow the red star on the radar to the townies' Clubhouse in Blue Skies Industrial Park, north of the asylum. Step into the red marker below the club entry to begin the mission.

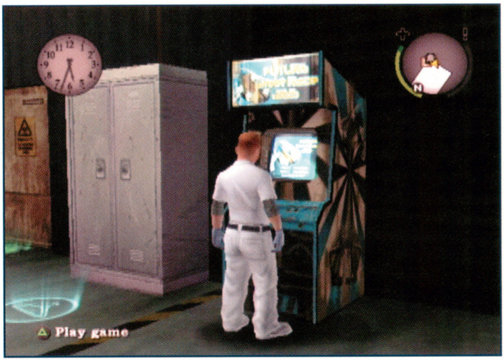


GET RID OF ALL THE TOWNIES.

When you enter the townies' clubhouse, you are faced with evicting three townies to claim the place as your own. While you fight, you'll most likely find the G&G Card near the shelves on the left side of the room. The fight starts with you against three townies. Once this trio is defeated, three more appear through the gated entrances in the room. The easiest way to take these guys out is with the bottle rocket launcher. Usually, one shot each does the job. Just keep your distance to avoid splash damage.



In this clubhouse, you have a save book, bed, wardrobe, and a Future Street Race 2165 arcade machine.



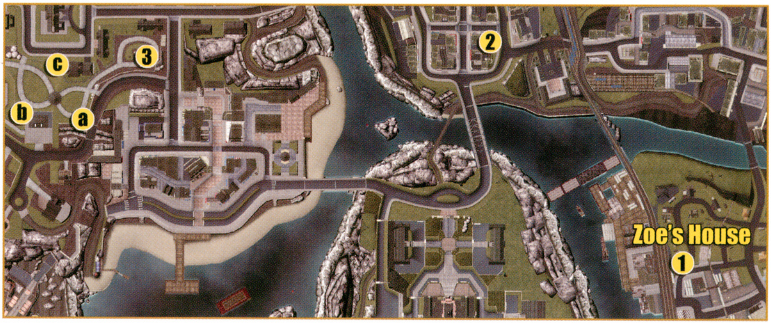
REVENGE ON MR. BURTON

Time Available:
8:00am to 7:00pm

Unlocks Mission:
"Preppies Vandalized"

Unlocks Alternate
Task: "Smash it Up"

Monetary Reward:
$30.00



Zoe's House in Blue Skies Industrial Park

This mission is picked up outside Zoe's house **(1)** in Blue Skies Industrial Park. You can find a Rubber Band behind the barbwire fence across the street from her house; find the torn area in the fence to access it. You can also kick in Zoe's gate and find a G&G Card in her backyard. Once you step into the yellow marker in front of her house and start the mission, you learn she's a townie with a personal vendetta against Mr. Burton. She wants your help to get even with him.

Go to the hardware store in Bullworth Town.

Zoe wants to roll Mr. Burton down a hill in a port-a-potty. And don't we all? Your first stop is to pick up some bolt cutters to cut the chain from the target port-a-potty. Follow the yellow X to the alley behind Spazz Industries Hardware store **(2)**. The tool is on the ground in the alley.

Get the boltcutters.

Meet Zoe at the park in Old Bullworth Vale.

Travel west to the Old Bullworth Vale Gardens Park. Climb the street stairs up to it, then follow the yellow X to Zoe **(3)**, who's standing next to a port-a-potty (there's also a Rubber Band near the wooden ramp just a few yards away). You hand over the bolt cutters and Zoe takes care of cutting the john loose while you make sure Burton doesn't use any of the other lavatories in the area.

Sabotage the potties before Mr. Burton finishes his run.

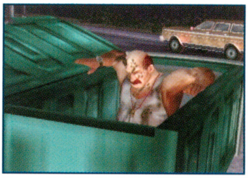
Follow the park sidewalk to the gazebo area. There are three port-a-potties around the gazebo that must be put out of commission. They are marked on the radar with yellow Xs (**a, b** & **c** on our map). To destroy the johns, simply punch them a few times until the doors cave in. Watch out for the dogs around one port-a-potty **(c)**. Knock them out to secure the area.

Return to Zoe to exact revenge on Mr. Burton.

Head back to Zoe **(3)** and you'll see Burton try one of the damaged johns and then enter the only good one remaining; the one on the edge of the hill that Zoe freed from its chain.

Ride the tractor into the potty.

A lawnmower is parked near the wooden ramp a few feet away. Hop on and drive head-on into the port-a-potty door to knock it through the open rails and send it careening down the hill. Mr. Burton is in big doo-doo this time.



SMASH IT UP (ALTERNATE TASK)

Unlocking Method: Complete "Revenge on Mr. Burton."
Time Available: 7:00pm to 11:00pm
Monetary Reward: $60.00
Unlocks: Zoe as a girlfriend

ZOE'S HOUSE IN BLUE SKIES INDUSTRIAL PARK

This mission is picked up in the evening at Zoe's house. She wants to have some fun tonight. It may not be the fun you had in mind; she only dates older men and junkies. She wants to play a little game....

you dress terribly, but apart from that, nothing!

ENTER THE WAREHOUSE.

Spencer Shipping Incorporated is a block from Zoe's house. You can either follow her to the front door or follow the yellow X on the radar—either way leads you there. Spencer Shipping is the name you saw on the side of the case during the mission, "Rats in the Library."

SMASH MORE STUFF THAN ZOE.

Once inside, you learn that Spencer is Tad's last name. Zoe must hold a grudge. The object to Zoe's game is to run through the warehouse, smashing everything you can. Whoever does the bigger dollar amount in damage, wins. This is a timed event.

It makes it much more satisfying that all this is Spencer Shipping.

Jimmy: $225
Zoe: $525

The key to winning "Smash It Up" is to find the expensive stuff in the warehouse. Zoe will rack up around $2800 in damage. This means you have your work cut out for you. The easiest stuff to smash is on the ground level and these items are usually the cheapest. A simple wooden crate is only worth $25. Smash them if you're running by them, but don't get caught up in the enjoyment of crate smashing or you'll lose.

Glass items on the ground floor in the back of the warehouse are worth a little more than crates. Aquariums and rectangular windows are worth $50, arched windows $100, birdbaths $75, upholstered chairs $75, and TVs $25.

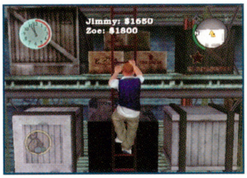
Jimmy: $550
Zoe: $700

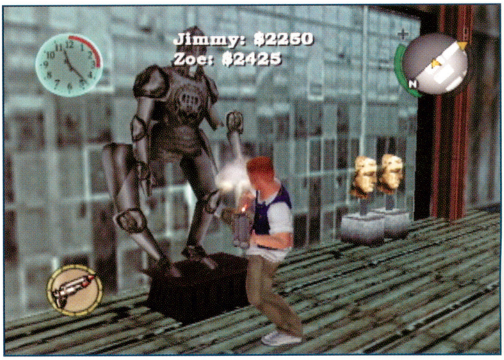
Jimmy: $10
Zoe: $1550

EQUIP A BIG WEAPON

Equip the bottle rocket launcher or the spud gun and just hold it in your hand when you hit items. This increases your punch damage, making it easier to destroy the durable stuff.

The best thing to do is smash the more expensive stuff, as mentioned above, and then climb the ladders on the tall, metal shelves to reach the top. Here, you'll find things like Stone Statues and Knight Statues worth $200 each. Beat Zoe and she becomes your girlfriend at the end of the challenge.





PREPPIES VANDALIZED

Time Available: 8:00am to 11:00pm

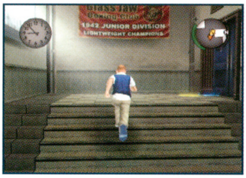
Respect: Townie Respect: -25,
Preppie Respect: +15

Monetary Reward: $30.00

Unlocks Mission: "Expelled"

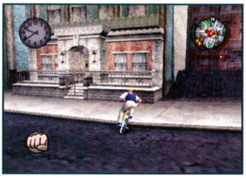
OLD BULLWORTH VALE GYM

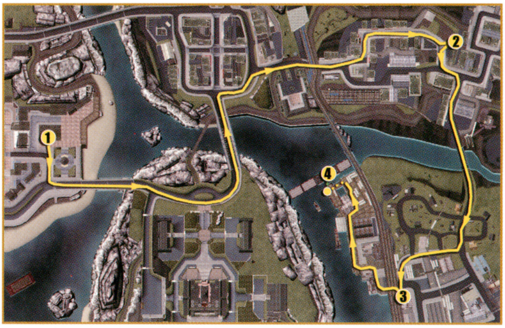
This mission is picked up in the preppy headquarters—the bar and lounge in the Old Bullworth Vale Gym. Enter the gym, then head up the stairs and activate the yellow marker at the lounge doorway. The preppies are livid. They think Jimmy stole their boxing trophies. After denying the claim, they turn their suspicions to the greasers. To maintain the peace he's worked so hard to achieve, Jimmy prevents the preppies from going off on a witch hunt by telling them he'll get to the bottom of the missing trophies.



GO TO THE GREASER HANGOUT.

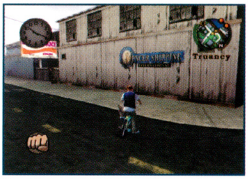
From the gym **(1)**, bike it to the alley in New Coventry **(2)** where you find Vance and some greasers hanging out. The greasers deny taking the trophies and point you toward the townies.

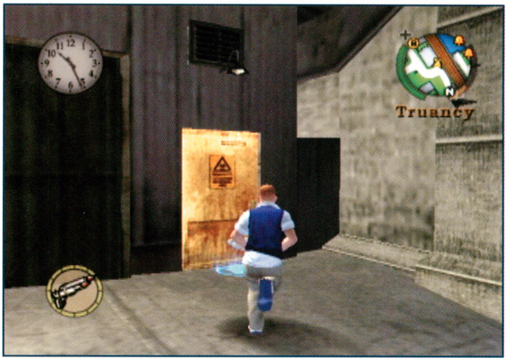




INVESTIGATE THE WAREHOUSE.

Follow the yellow X on the radar to Blue Skies Industrial Park. Continue searching until you find Spencer Shipping International **(3)**. Sound familiar? This is the name on the side of the case in the library in "Rats in the Library." Enter the warehouse.





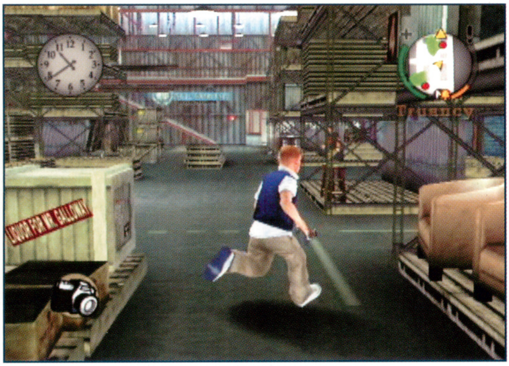
0 of 19 Tombstones Destroyed

TOMBSTONES

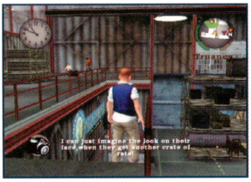
If you did not crush all the tombstones on Halloween night, then the remaining tombstones are located in this warehouse. You can find them along the left wall as you enter the warehouse through the main doorway. You don't have to blow your cover now. You can enter this warehouse any time after Chapter 5.

PHOTOGRAPH THE TOWNIES PUTTING RATS IN THE CRATES.

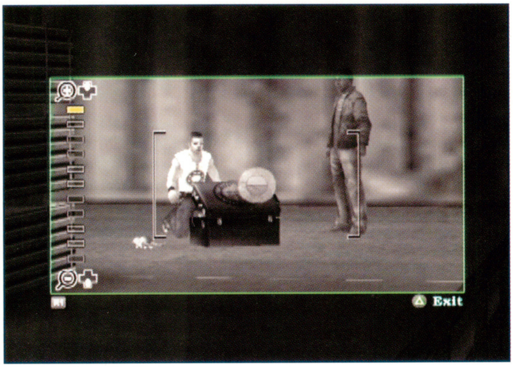
Inside, a few townies are patrolling the large warehouse floor. You're trespassing, so stay out of their sight. Use the radar to move through to the back of the warehouse while avoiding detection. Climb the stairs in the back of the warehouse and stop at the top.



Aim, zoom, and shoot a good picture of the townies placing rats in the crates. You overhear one of them say that they're burning the trophies down at the docks.

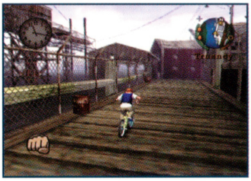


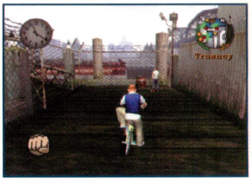
I can just imagine the look on their face when they get another crate of rats!



TRAVEL TO THE DOCKS.

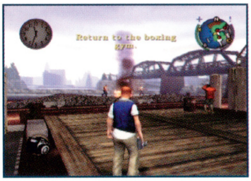
Continue to avoid the patrolling townies inside. Exit the warehouse through the same doorway you entered, then turn left and follow the dock path and pier to the end (follow X on the radar or the route on our map). A cinematic begins when you reach the townies, showing them preparing the trophy fire.



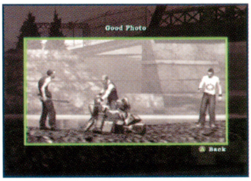


PHOTOGRAPH THE TOWNIES WITH THE STOLEN TROPHIES.

Avoiding confrontation with the townies, walk up incline and approach the western edge of the pier near the water. Select the camera and snap a picture of the townies **(4)** on the barge, preparing to burn the trophies.



Return to the boxing gym.



RETURN TO THE BOXING GYM.

Head back to the gym in Old Bullworth Vale. The preppies are standing outside. You inform them that the townies are responsible for the trophy disappearance, but they don't believe you. You tell the story and the blame comes around to you and Gary. However… they only blame you.

EXPELLED

Available: After sleeping upon completion of "Preppies Vandalized."

Unlocks Mission: "Busting In, Part I"

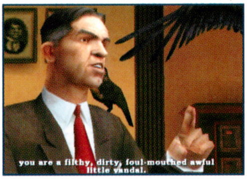
PRINCIPAL'S OFFICE

After going to sleep the first time upon completion of "Preppies Vandalized," head to the school and enter the yellow marker in the office, near the principal's door.

Principal Crabblesnitch

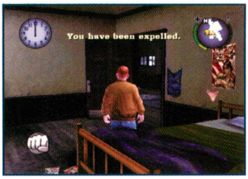
Crabblesnitch seems to have a great time cutting you down, telling you that Algie is more popular than you. He even busts you for painting the graffiti on city hall.

Evidently, Gary snitched on you. Crabblesnitch is convinced that Gary is a wonderful leader. He expels you, but lets you stay in the dorm until he can contact your vacationing mother. That's one long honeymoon! You are not allowed to wear the school uniform or attend classes. You're busted and thrown into your dorm room... wearing street clothes.



you are a filthy, dirty, foul-mouthed awful little vandal.

Now get out.

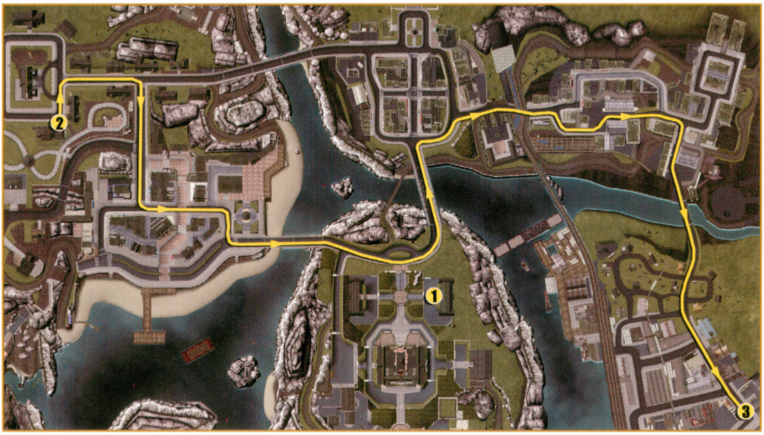


You have been expelled.

BUSTING IN, PART I

Time Available: 8:00am to 11:00pm

Unlocks Mission: "Busting In, Part II"

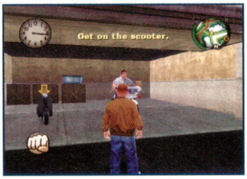


OUTSIDE BOYS' DORM

You meet Petey outside the boys' dorm and inform him that you've been expelled because of Gary. He used the townies against all the cliques, but Petey believes there's still time to make things right. The two of you decide to get Russell on your side before taking on the townies and getting proof that Gary is behind everything.

TRAVEL TO RUSSELL'S HOUSE IN OLD BULLWORTH VALE.

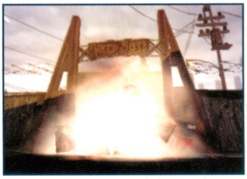
Travel from the boys' dorm to Russell's house **(2)** in Old Bullworth Vale. Walk into the yellow marker near his garage door to call for his help. The garage door opens. Russell's inside revving the engine on a *hot* police bike. A scooter is parked next to him and he tells you to jump on and follow him.



Get on the scooter.

FOLLOW RUSSELL.

Russell appears on the radar as a yellow X. Follow him as closely as you can. He takes the most conventional route to the Spazz factory **(3)** in Blue Skies Industrial Park. When you arrive, you find the entryway barricaded. Russell takes one for the team and rams the explosive barricade.

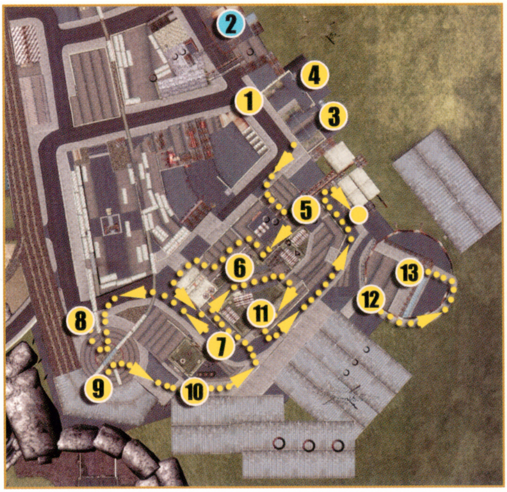


BUSTING IN, PART II: SHOWDOWN AT THE PLANT

Time Available: Immediately follows "Busting In, Part I"

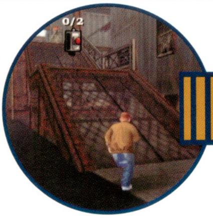
Respect: Townies Respect +100

Unlocks Mission: "Complete Mayhem"



SPAZZ FACTORY IN BLUE SKIES INDUSTRIAL PARK

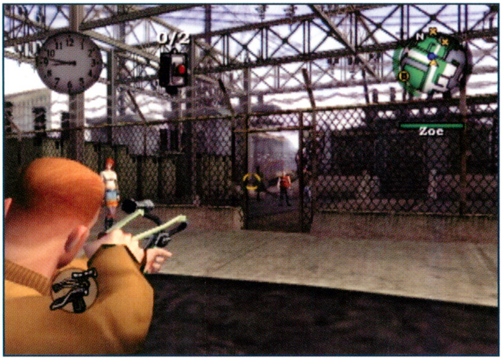
Russell survives the dangerous stunt and runs off when the cops roll in. Zoe arrives to help and you tell her you need to find Edgar. She says you can't get to him while the factory power is out. The power plant generators are overloaded. Protect Zoe from danger. Her health meter appears on screen. The mission is failed if she is knocked out.



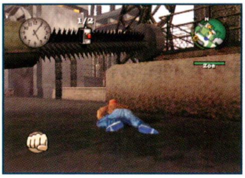
NEARBY RUBBER BAND

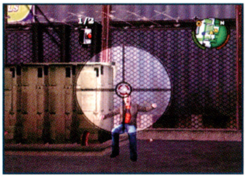
Before you proceed, nab a Rubber Band **(1)**! Turn around and head up the metal ramp just outside the plant entrance on the right sidewalk. Press the red button on the wall near the blue marker. This opens the door to a small storage room **(2)** where the Rubber Band is located.

Select the slingshot and aim into gate opening near Zoe. Use scope mode and charged shots to knock both townies in the head. Enter the gated area and follow the closest X on the radar to the first generator switch **(3)**. This switch is at the top of the steps and to the right of the second door on the shelter.



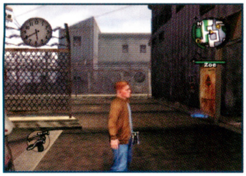
Crawl under the fallen transformer tower, then stand up and shoot the next two townies in the head with scoped, charged slingshot attacks. Find the second generator switch on a similar shelter as the previous. Press the button **(4)** to complete the first objective, then crawl back under the fallen tower and return to Zoe.

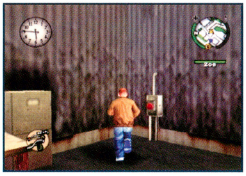




Go to the red star building.

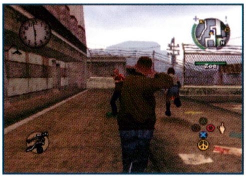
When you return to Zoe, she says you've got to get to the red star building. Follow her. She appears as a blue blip on the radar. Zoe stops atop an inclined driveway near a roadblock and says the gate is controlled by an electronic security switch in the nearby office **(5)**. Enter the building to the left of the barricade and press the switch in the back-left corner, then return to Zoe outside.

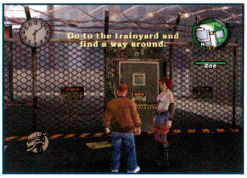




Find your way around to the chem plant.

Follow Zoe as she runs and yells the plan. She says you have to get to the chem plant and, to do that, you must get past Omar, Edgar's right-hand-man who has a key to the plant. As you leave the alley, a townie armed with a firecracker darts out of a building **(6)**. Hit him with a slingshot pellet to keep him from throwing the firecracker, then wrestle him to the ground and take him out. Follow Zoe to the next blocked gate **(7)**.

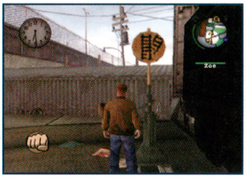


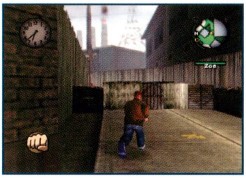


Go to the trainyard and find a way around.

Train Platform

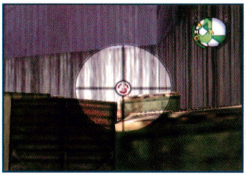
Zoe tells you to cut through the train yard. Head back the way you came and follow the road as it veers left. The road is blocked by a train car. Turn left and over the rail platform, then around the train cars that block the road. You'll find a track switch **(8)**. Activate it to turn the revolving train platform, then head to the south end of the train platform and activate the second platform switch **(9)**. This allows you to access an alley.

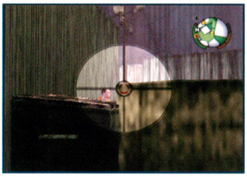




Townie Barricade

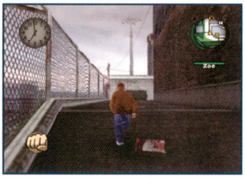
Select your slingshot and stand before the barricade **(10)**. By standing on the extreme left and right ends of the barricade, you'll be able to spot the two townies on the other side of the barricade who rush you on sight. Use slingshot aim mode and charged shots to the head to take the two townies out. Jump over the barricade and continue through the alley, passing Zoe behind the gate to the right **(7)**. If you approach Zoe, she'll tell you in a most elegant way to get the switch.

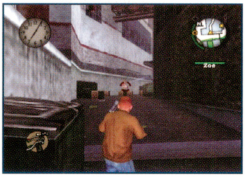




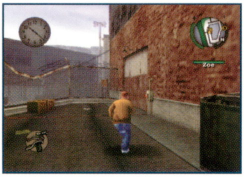
Find the switch to let Zoe through.

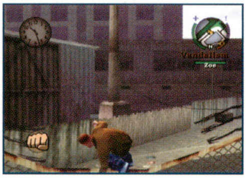
Walk up the inclined, gated walkway located just east of the locked gate **(7)**. Have the slingshot ready to take out the two townies who hide behind crates and boxes in the next alleyway. Stand behind the dumpster in the "L" turn of the alleyway, or peek around the corner. Take out the townies with scoped and charged headshots.





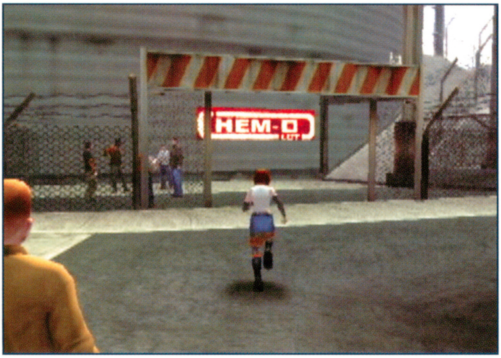
Pass through the alleyway and work your way around the building to the gate switch **(11)**. Push the button to open the two nearby gates and allow Zoe through. Pivot around from the switch and find the crushed area in the chain link fence, then hop over and down to the road below.





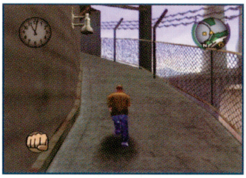
Find your way around to the chem plant.

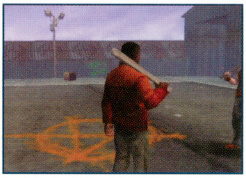
Pass through the gate and follow Zoe along the plant road. When you approach the large "Chem-O" chem plant, you spot a large group of townies near the entrance. Zoe distracts them with her womanly charm.



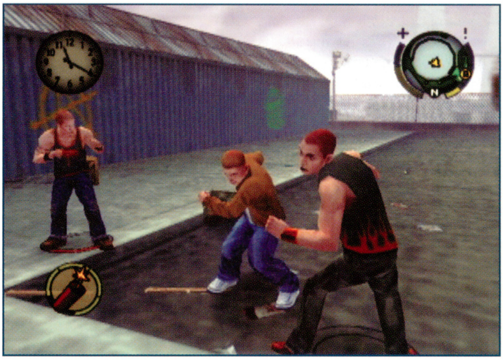
Find Omar and get the key to the plant.

Sprint through the chem plant gate while Zoe distracts the townies. Continue running up the inclining, spiral walkway **(12)**. Select your firecrackers, bottle rocket launcher, or spud gun and follow this path to the rooftop **(13)** where Omar and two of his buddies are hanging out.

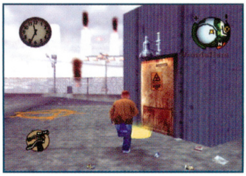




Try to fire off a few projectile attacks before the townies and Omar get too close. They're armed with boards, so switch to hand-to-hand combat tactics when they crowd you. Try to disarm them, use grab attacks, and tackle opponents to the ground to avoid being beaten on by more than one townie at a time. Use the dropped boards against them if you can get your hands on one. Once they are defeated, take the key that Omar drops.



Go to the chem plant entrance.

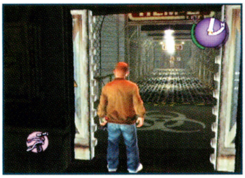


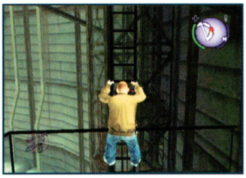
The chem plant entrance (on a rooftop) is marked as an X on the radar. There's no need to return to Zoe; she's doing okay. Enter the plant entrance with the key you just obtained.

Search the Chemical plant for Edgar.

Plant Level 5

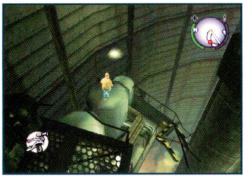
The interior of the chem plant is dark and foreboding. Follow the first hallway to the end, then press the door switch and enter the main chamber. Edgar is at the end of the catwalk, inside a lift cage. As you approach him, he begins to descend. Find the ladder to the right of the lift and slide down to the lower catwalk.

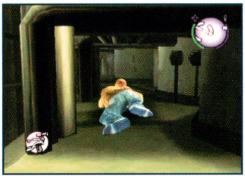




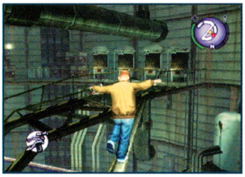
Plant Level 4

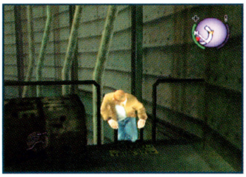
Edgar appears on the radar as a red blip. Head to the opposite side of the lower catwalk and walk across a couple of large pipes. Drop down to the next catwalk and crawl below a series of short pipes.





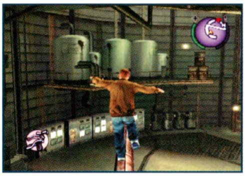
Once you've cleared them, stand up and head toward the end of the platform. Look for the long, thin pipe that reaches from your platform to the nearby, broken catwalk. Carefully cross the gap by walking along this small pipe. There's a ladder at the end of the next platform. Slide down the ladder to a lower platform.



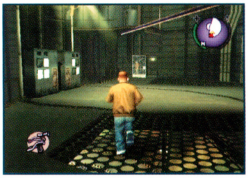


Plant Level 3

Cross another long, narrow pipe to the next platform. This tightrope-like walk is longer than the previous. Be careful not to fall. If you do, Jimmy hangs onto the pipe and you must press △ repeatedly to get back on top of the pipe.



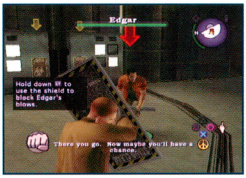
Climb the ladder at the end of the final platform and slide down to the ground level. A cinematic plays as you cross the floor.



Defeat Edgar

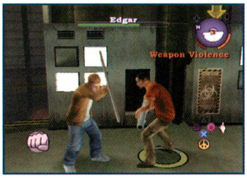
Plant Level 2

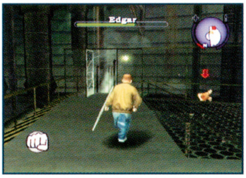
Edgar grabs a pipe from the wall. You begin the challenge standing over a wall plate, which can be used as a shield. Pick it up. Press L1 to target Edgar while raising the plate as a shield. Use your boxing techniques to win this battle. Block his attacks with the shield, then hit him with it just as he ends his combo swing attack.



Hold down L1 to use the shield to block Edgar's blows.

There you go. Now maybe you'll have a chance.

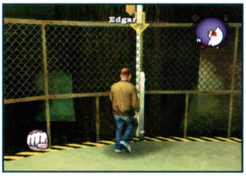


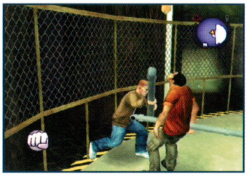


If your shield is destroyed or dropped and protected by Edgar, run to the wall and grab another one. The shields have arrows floating over them. Just rip one off the wall and continue the fight. After draining nearly half of Edgar's health, he escapes down the stairs. Wait for the steam to run out before heading down to the next battle platform.

PLANT LEVEL 1

Edgar is on the large, round platform. You are prompted to use the nearby pipes as weapons. Continue using your shield until it is knocked out of your hands, then quickly grab a pipe from the wall and relentlessly lay into Edgar. Just keep hitting him and you'll cancel any counterattack attempts. The pipe does major damage—about 10 direct hits will do him in.



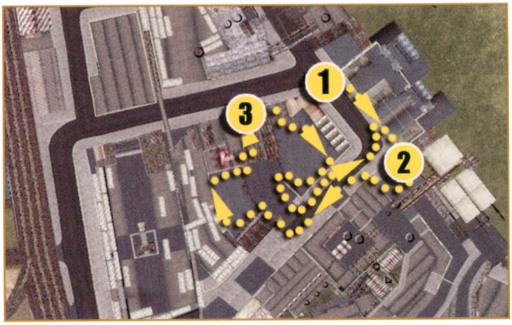


When the battle is won, you learn that Gary put Edgar up to his antics. Edgar was promised school leadership with Gary. The same thing he promised you. Edgar agrees to help you exact revenge on Gary.

COMPLETE MAYHEM, PART I: SAVE RUSSELL

Time Available: 8:00am to 7:00pm

Unlocks Mission: "Mayhem, Part II"



Zoe's House in Blue Skies Industrial Park

Zoe informs you that the school has broken out into complete chaos. All of the cliques are fighting each other. You need Russell's help, but he's been holed up in the Wonder Meats slaughterhouse, hiding from the cops. He's worried about going to prison after stealing that police bike.

Every gang and faction is fighting each other...

Gain access to the Wonder Meats factory.

Follow the X back to the Spazz Power plant entrance—where Russell blew up the barricade earlier. At the plant entrance **(1)**, you see a couple police cars and cops nearby. You have nothing to worry about from the cops until you pass the entryway… then you'll be trespassing.

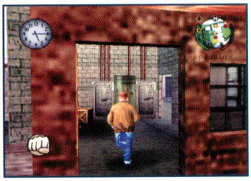
Rescue Russell from Wonder Meats.

Watch the cops' line of sight on the radar as you trespass through the plant. The trick to this challenge is to sprint and hug the furthest walls from the cops while still moving toward Russell, who appears on the radar as a yellow X. Sprint from the entrance **(1)** while hugging the left sidewalk wall. Avoid the policemen on your way to the bike **(2)**. Use the bike if the cops are on to you to quickly move out of their sights.

Rescue Russell from Wonder Meats.

Rescue Russell from Wonder Meats.

Take a right, following the turn at the end of the road. Hug the left walls as you enter the meat warehouse lot to avoid the patrolling cop. Follow the left wall until you reach an open doorway. Inside the warehouse, you can find a G&G Card and Russell **(3)**. Walk up to Russell and he'll make his escape. Follow him to the main gate **(1)**.



COMPLETE MAYHEM, PART II: BULLWORTH ACADEMY

Time Available: Directly follows "Mayhem, Part I."

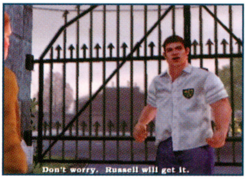
Unlocks Mission: "Final Showdown"

BULLWORTH ACADEMY

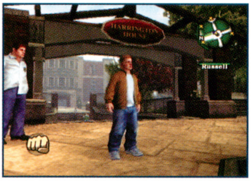
So, we run in there, try to stop the fighting.

Jimmy meets up with Edgar and a couple of his comrades outside the locked gates of Bullworth Academy and convinces them to help you and Russell take on all the feuding cliques in the academy. Russell breaks through the gate to get things started.

FIND THE FACTION LEADERS.



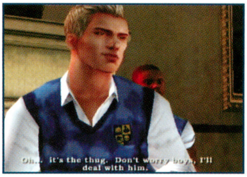
Your job is not to fight the foot soldiers; instead, go after the faction leaders. Without them, Gary is powerless. There are four leaders, one for each clique. All the leaders are not where you'd expect. You can fight them in any order. However, we suggest you take out Derby first—leader of the preppy clique. He's the toughest one. That way, if you lose the fight you will not have wasted your time fighting the other leaders.

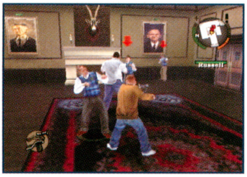


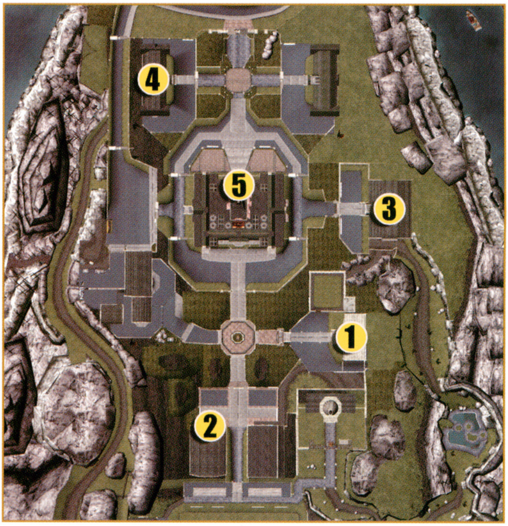
Russell assists you in the battles; he holds off the henchmen while you take on the leader. The downside, however, is that you have to make sure Russell is not knocked out. If he is, you fail the mission. The yellow Xs indicate the leaders.

DERBY: PREPPY LEADER

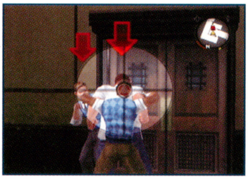
Begin the battle at Harrington House **(1)**, the preppies' campus living quarters and HQ. Select a weapon and hold it while you fistfight Derby. Russell wrestles with the other two preppies. It's very difficult to grab Derby; he blocks like a champ. If you knock him backwards to a safe shooting distance, use the weapon you are holding to inflict some cheap-shot damage.

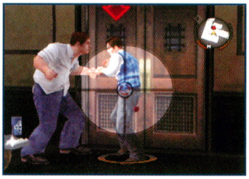




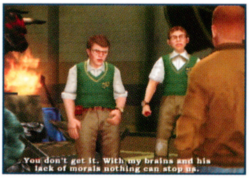


Mostly, you must rely on your boxing skills. This is how the preppies fight. Block until he completes a combo, then strike. Once Derby goes down, use the slingshot in scope mode and hit the preppies beating on Russell with some charged shots to their heads. Pick up the dropped soda cans and make your way to the nerds' HQ.

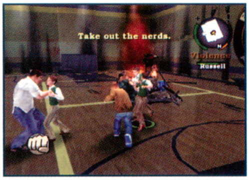




EARNEST: NERD LEADER


You don't get it. With my brains and his lack of morals nothing can stop us.

The nerds are at the gym **(2)** of all places. They're invading this area while the jocks are taking over the library. Earnest has been brainwashed into thinking Gary has a great plan. He feels that with his brains and Gary's lack of morals, nothing can stop them. It's time to prove them wrong.

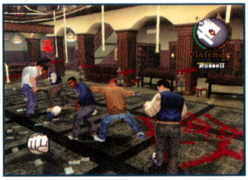

Take out the nerds.

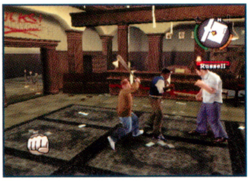
The nerd fight is the easiest of all the leader battles, obviously. It only takes a few good punches to bring Earnest down. It's quite possible that Russell will even do the job for you. Earnest is armed with a board, but Russell will quickly seize the weapon and beat the nerd boss with it. If he doesn't, you should.

TED: JOCK LEADER

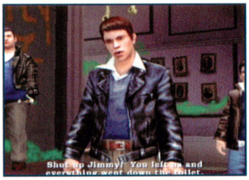
The jocks have trashed the library—nerd headquarters **(3)**. You ask for Ted's help, but he and his two jock henchmen just want to fight. Two of the jocks are armed with baseball bats. Even if you are attacked by the jock without a weapon, break away from it and attack one of the jocks with the bats. This way, Russell isn't pummeled by two bat-wielding jocks at the same time.

Russell eventually claims the bat from one of the jocks. Beat him until he drops his bat, then claim the weapon and use it. Russell may need help at this point. Keep him healthy.



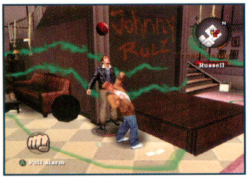


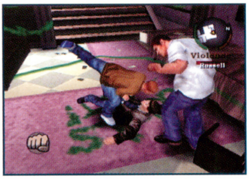
JOHNNY VINCENT: GREASER LEADER


Shut up Jimmy! You left us and everything went down the toilet.

The big, bad greasers took control of the girls' dorm **(4)**. What tough guys they are. Johnny takes the job of fighting you while his two cronies attack Russell. These guys are tougher than the nerds, but not as dangerous as the preppies and jocks.

Johnny allows you to get in a lot of punches without blocking, making grab attacks a viable option. Once you've defeated Johnny, run to Russell's aid, as he'll probably be very low on health by then. Use grab and tackle attacks on Russell's assailants to keep enemy blows away from him.





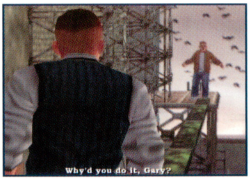
MEET EDGAR INSIDE THE SCHOOL.

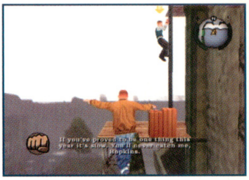
After finishing off the last leader, you must meet Edgar in the school **(5)**. Inside, Edgar runs off to help those in need. Prefects—influenced by Gary—come out of nowhere to bust you, but Russell scares them off. You hear Gary's voice over the intercom and he shows himself shortly afterward. The chase is on…

James, I've been waiting. Let the games begin!

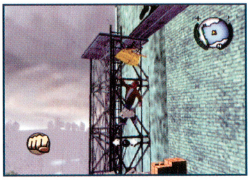
CHASE GARY.

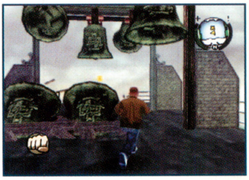
After an intense and enlightening conversation with Gary, you must chase him across nosebleed scaffolding and high wooden planks set against the exterior school building. Walk the plank while Gary scolds you. He hides behind piles of bricks, occasionally throwing one or two. If you are knocked off the plank, press ▲ repeatedly to stand back up on the board.


Why'd you do it, Gary?


If you've proved to be one thing this year it's slow. You'll never catch me, Hopkins.

Continue this chase across planks and up ladders as you pursue Gary to the rooftop. Gary tries to rain wheelbarrows full of bricks down on you when you climb ladders. Tilt the left control stick to the left or right to dodge these assaults.





Once you're on the top floor, walk cautiously around and under the large school bells, which fall when approached. When you have Gary in your hands, the final battle begins.

FINAL SHOWDOWN

Time Available: Directly follows "Complete Mayhem, Part II"

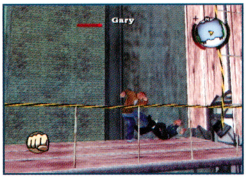
Respect: All Cliques' Respect +100

Unlocks: Story Mode Completion

BULLWORTH ACADEMY SCHOOL EXTERIOR SCAFFOLD

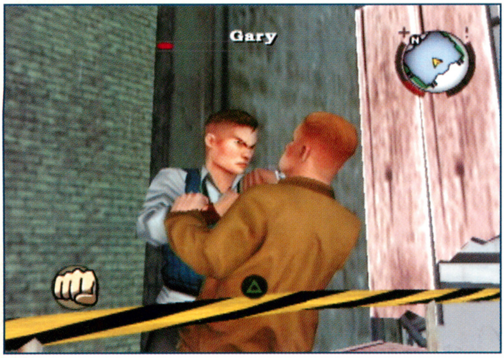
You and Gary struggle on the school's bell tower and fall together back down onto the scaffold you climbed earlier. This is where the final battle occurs.

DEFEAT GARY

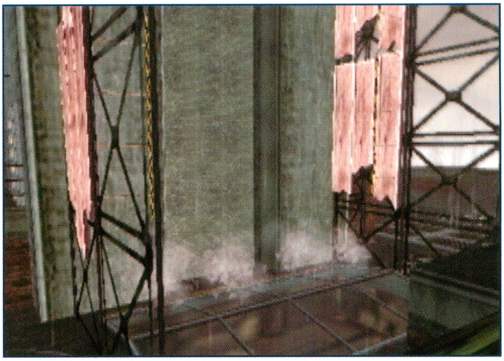


Gary is tough, but he doesn't block as often as a boxing preppy and this is his weakness. You can use grab and tackle attacks. Once you have a hold of him, lay into him with punches, kicks, and some of those special wrestling moves that dole out large amounts of damage. Try using the Head Butt, Knee Drop, and the 3-Hit Combo Takedown.

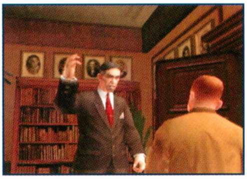
Don't let Gary's fighting influence you. You have reached this point for a reason; you learned how to fight. Block his punches and only drop your protection when he completes his combos. After a good portion of Gary's health is drained, he grabs hold of you and tries to speak his mind. Press △ repeatedly to break away from his grip and his one-sided conversation.



Each time this grab segment is won or lost, the scaffold below your feet gives way and you fall down to the next level. Continue beating him on each level until you finally fall through the glass ceiling in the principal's office.



You find Principal Crabblesnitch tied up in his chair and Gary knocked out cold. You've won the fight! After you untie the principal, he apologizes for being wrong about you. You are permitted back to school and, before you leave, you put in a good word for Zoe and Petey.



As you exit the school, all the cliques are gathered in harmony. Zoe plants a kiss on you and you earn 100% respect from all the factions. Congratulations, you have completed all the story missions!

ROCKSTAR VANCOUVER
Production
Jeronimo Barrera

BULLY™
OFFICIAL STRATEGY GUIDE

WRITTEN BY TIM BOGENN

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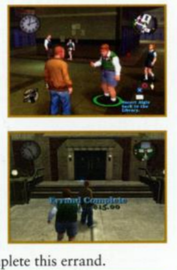
SCHOOL GROUND ERRANDS

1 Algie

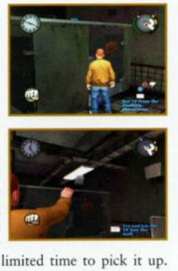


Title: Escort Algie
Reward: $15.00
Location: Near Algie's locker in the second floor school hallway.
Chapter Available: 1+ (Save Algie)
Time Available: Non-class school hours

Details

Algie got a book from his locker and now he needs an escort back to the library, so lead him there. You don't have to hold his hand, so walk quickly and he'll follow. Head toward the blue X on the radar to the library front door to complete this errand.

2 Vance

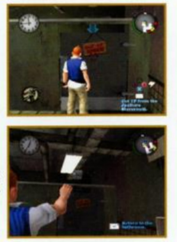


Title: Bog Roll
Reward: $10.00
Location: Boys' restrooms, first floor of the school.
Chapter Available: 2+
Time Available: School hours

Details

Talk to Vance through the closed stall door to accept this job. Follow the blue X on the radar and enter the boiler room door. Pick up the bog roll (toilet paper) in the first room, then take it back to the restroom and try to throw it over the closed stall door. If you miss, you have a limited time to pick it up. Notice the timer around the clock. Pick it up and try again. Back up and use aim mode to throw it over the stall door and into the back corner.

3 Max

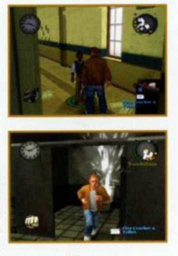


Title: Bog Roll 2
Reward: $15.00
Location: Boys' restrooms, first floor of the school.
Chapter Available: 3+
Time Available: School hours

Details

This is the same challenge as the previous Bog Roll, only you get five more dollars for completing the errand.

4 Sheldon

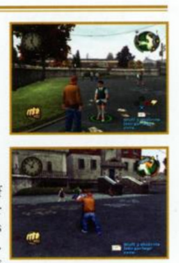


Title: Firecracker toilet
Reward: $10.00
Location: Outside first floor boys' restroom in the school.
Chapter Available: 3+
Time Available: School hours

Details

Take the firecracker that Sheldon hands you and proceed to any toilet. Stand next to the latrine, then press the Use button when the "plant firecracker" text appears. The explosion bursts through the plumbing and sprays water from all the toilets in the restroom. This is vandalism, so expect trouble.

5 Pedro

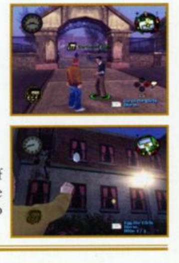


Title: Canning
Reward: $15.00
Location: Behind the main school building.
Chapter Available: 2+
Time Available: Daytime, non-class school hours

Details

You can find Pedro about noon at the back of the school. Hang around the rear exits or near the mascot statue. Grab and stuff three students into garbage cans, but watch out for prefects. Target boys; harassing or violence against girls earns you more trouble points.

6 Constantinos

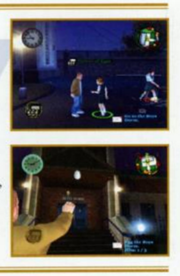


Title: Egg Girls' Dorm
Reward: $10.00
Location: Outside boys' dorm.
Chapter Available: 2+ (The Eggs)
Time Available: Evening

Details

Take the eggs from Constantinos in front of the boys' dorm, then throw them anywhere at the girls' dorm. You only need three hits to complete the challenge.

7 Karen

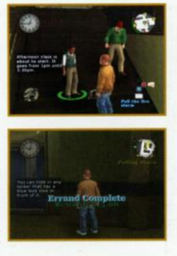


Title: Egg Boys' Dorm
Reward: $10.00
Location: Outside girls' dorm.
Chapter Available: 2+ (The Eggs)
Time Available: Evening

Details

Take the eggs from Karen outside the girls' dorm and throw three eggs at the boys' dorm.

8 Sheldon

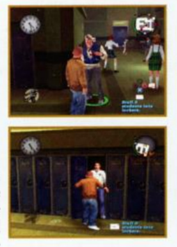


Title: Fire Alarm
Reward: $15.00
Location: First or second floor near the stairs.
Chapter Available: 1+ (Defend Bucky)
Time Available: 9:00am to 3:00pm

Details

Pull the fire alarm so that Sheldon can get his friend out of class and help him with his homework. Follow the blue X on the radar to the fire alarm, then face it and press ▲ to sound the bell. This buys you trouble, so watch out for prefects.

9 Casey

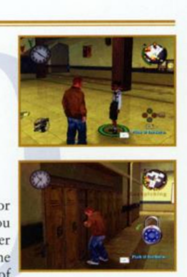


Title: Locker Stuff Challenge
Reward: $10.00
Location: Near second floor hallway by principal's office.
Chapter Available: 2+
Time Available: Non-class hours

Details

Casey asks you to stuff two kids into lockers. It can take some time to push a kid toward the lockers, so watch for the prefects searching for trouble makers. Any locker with a blue marker will do the job. Avoid prefects and target kids that are near the lockers. Grab the kid and push. Keep pushing until you reach the locker and the kid is automatically shoved in. It doesn't count to stuff the same kid into a locker more than once.

10 Gloria

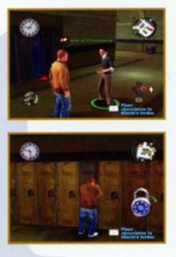


Title: Lock Picking Challenge
Reward: $10.00 & locker goodies
Location: Near the stairs on the first floor.
Chapter Available: 1+ (Defend Bucky)
Time Available: School hours

Details

Pick the locks on three lockers. Watch out for prefects. You get to choose which lockers you pick. Find the ones with orange markers under them that are away from prefects. Take your time picking; if you're careful, you can have each of them open with just three turns of the dial.

11 Constantinos

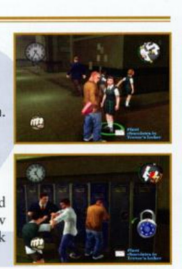


Title: Secret Admirer
Reward: $10.00
Location: Second floor, between the office and art room.
Chapter Available: 1+ (Defend Bucky)
Time Available: Non-class hours

Details

Meet Constantinos on the second floor. Take the chocolates to the first floor, following the blue X on the radar to Gloria's locker. It has a red marker below it. Pick the lock and you'll automatically place the chocolates in the locker. Watch out for prefects. Picking locks is trouble.

12 Melody



Title: Secret Admirer 2
Reward: $10.00
Location: Ground floor of the school, near the English room.
Chapter Available: 1+ (Defend Bucky)
Time Available: Non-class hours

Details

Take the chocolates from Melody, then head upstairs and plant them in Trevor's locker. Follow the blue X on the radar to locate his locker. Pick the lock and place them inside.

BULLWORTH ERRANDS

What are they?

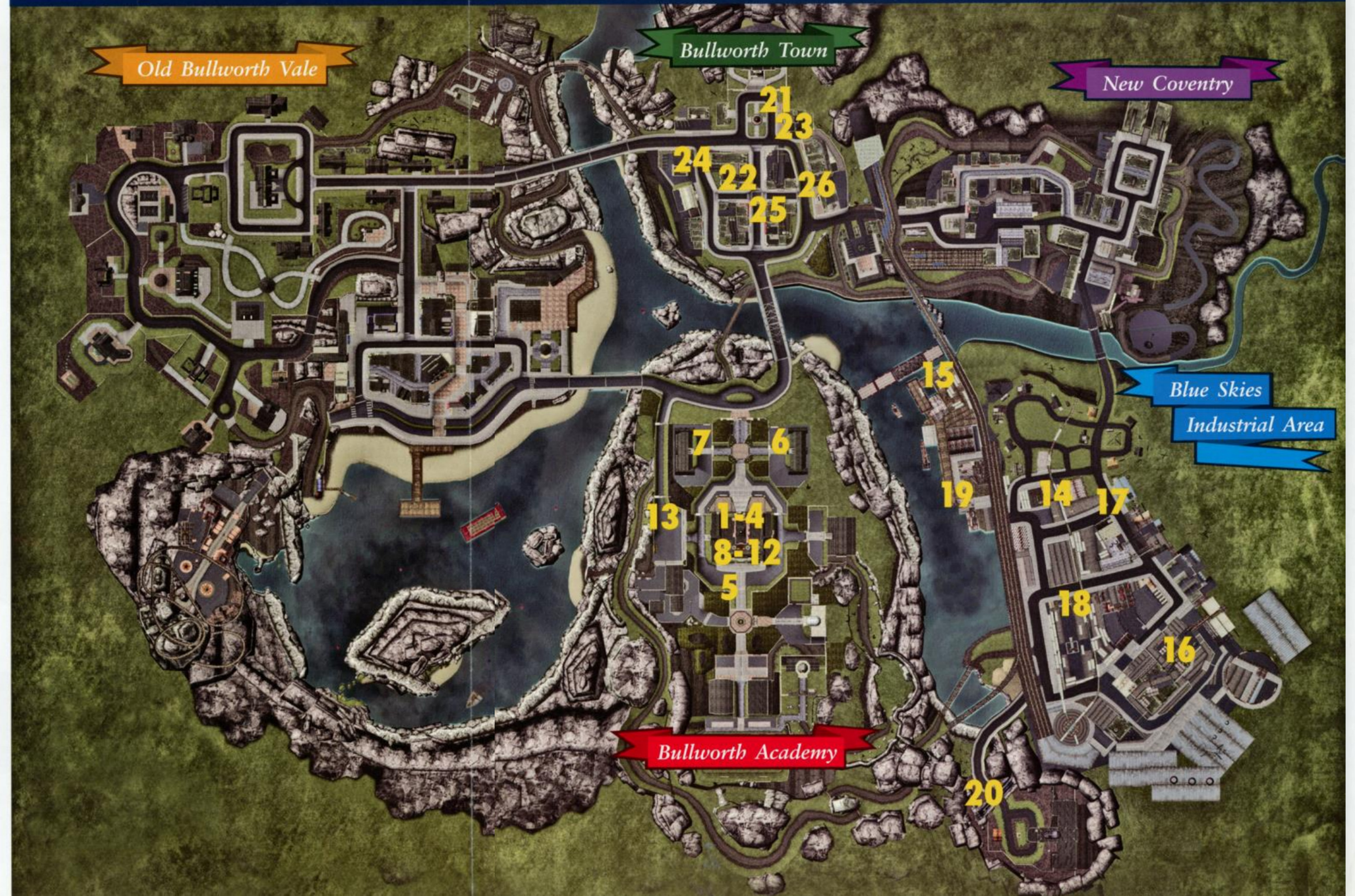
Errands are jobs you do for people when they ask you for a favor. These occur at various times and places. Errands appear on the radar as blue X's, and in the game as a blue arrow above the head of the asker. Approach these people and press L1 + ⊗ to target and talk nicely to them. When they present their challenge press L1 + ⊗ again to take the job. At this time, the title below your communication graphic will shift toward the bottom-center of the screen, indicating that you have successfully accepted.

What do you get?

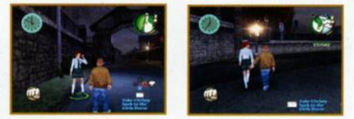
Errands are not only lots of fun, but they also go toward 100% completion of the game. Many send you to remote areas in the world that you may not otherwise visit. These errands also often lead you to or near hidden collectible items (Rubber Bands, Gnomes, G&G Cards, etc.) and unlock items. Five different errands unlock special clothing: tiny swimsuit, minimum wage outfit, cowboy hat, and fisherman's hat with bad glasses.

Errand Overview

This fold-out details everything you need to know about the errands. These people do not remain in a static position, but they can be found in the general area we identify. Pay special attention to the time of day when they appear and during which Chapter of the main story they're introduced.



13 Christy



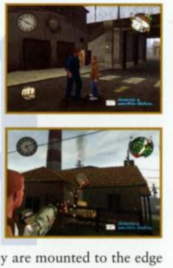
Title: Take Me Home
Reward: $10.00
Location: School parking lot.
Chapter Available: 1+ (Defend Bucky)
Time Available: Evening

Details

Christy will approach you (somewhere around the old school bus in the parking lot at night) and ask you to escort her to the girls' dorm. She's a tall, preppy girl with plenty to say along the way. Walk slowly, hand-in-hand, or you'll leave her behind. Watch out for jealous greasers.

BLUE SKIES INDUSTRIAL PARK ERRANDS

14 Mr. Castillo

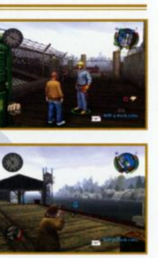


Title: Cable Guy
Reward: $30.00
Location: Near the Spencer Shipping Warehouse.
Chapter Available: 5+
Time Available: 3:00pm to 9:00pm

Details

Find the cable guy (blue jumpsuit and beard) near the tunnel to the docks in front of the Spencer Shipping warehouse. He wants you to destroy four satellite dishes… because he's a cable guy! Refer to the four blue X's on the radar to find the houses with the dishes. They are mounted to the edge of the roofs. Use your slingshot to take them out. Keep an eye out for cops; this is vandalism.

15 Mr. Buckingham



Title: Rat Killer
Reward: $30.00
Location: Blue Skies Docks
Chapter Available: 5+
Time Available: 9:00am to 5:00pm

Details

The dock worker will find you near the end of the dock by the barge. He wants you to kill four rats. Follow the blue X's up the ramp to the higher dock along the water, then slingshot the rodents using charged shots for one-hit kills.

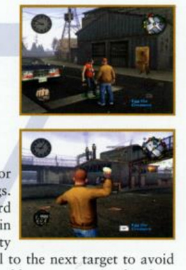
16 Otto

Title: Smash up a Car
Reward: $30.00
Location: Near Wonder Meats
Chapter Available: 5+ (Showdown at the Plant)
Time Available: Evening

Details

Once the player has completed "Showdown at the Plant" they can re-enter the Wonder Meats factory grounds to grab this errand. Run over to the abandoned car just inside the gates and smash all 11 parts of the car.

17 Otto

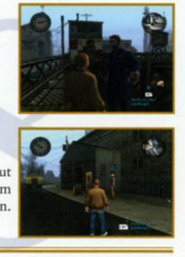


Title: Egg Greasers
Reward: $30.00
Location: Near Spazz Industries.
Chapter Available: 5+ (Showdown at the Plant)
Time Available: Daytime

Details

Meet Otto about a block south of the poor area bus stop and he gives you six eggs. Follow the blue X on the road west toward the Spencer Shipping warehouse. Remain near the train car in the road for safety when you target and throw. Quickly scroll to the next target to avoid targeting others. Hit both greasers with blue arrows overhead to complete this errand.

18 Mr. Castillo

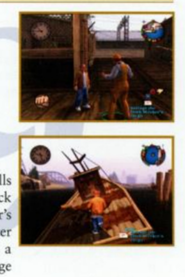


Title: Shipping & Receiving
Reward: $30.00
Location: Near townies' hangout.
Chapter Available: 5+
Time Available: Daytime

Details

Find Mr. Castillo around the townies' hangout (your save house). Take the package from him and deliver it to the guy near the police station. Follow the blue X on the radar.

19 McInnis

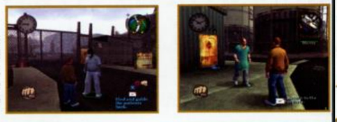


Title: Lost Cargo
Reward: $30
Location: Docks
Chapter Available: 5+
Time Available: Daytime

Details

Find McInnis, a worker in orange overalls and hard hat, near the main (wooden) dock walkway. You must salvage the dock worker's cargo. Follow the blue X out into the water and to the half-sunken fishing boat (there's a Rubber Band on this boat). Take the package from the craft and return it to McInnis.

20 Gregory



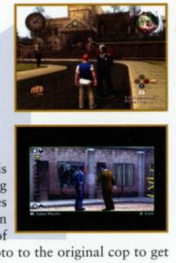
Title: Crazy Farm
Reward: $30.00
Location: Asylum front gates
Chapter Available: 5+
Time Available: Daytime

Details

Help capture escaped insane people. Talk to the orderly at the front gate, then follow the two blue X's on the radar to the escaped patients. The first one is just down the road. Take him back first, then return for the one near the townies' hangout. You don't have to walk slowly; just run back to the orderly. The errand is complete when both patients are back with the orderly.

BULLWORTH TOWN ERRANDS

21 Monson

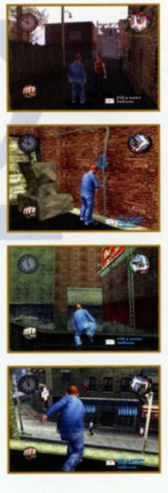


Title: Detective Jimmy
Reward: $25.00 & Incognito Hat
Location: In front of City Hall.
Chapter Available: 4+
Time Available: Daytime

Details

The motorcycle cop (wearing a helmet) is out in front of the city hall building during the daytime. He wants you to take pictures of a dirty cop. Follow the blue X to the Inn & Out motel and snap a "good" photo of this cop accepting a bribe. Return the photo to the original cop to get money and the Incognito Hat.

22 Otto



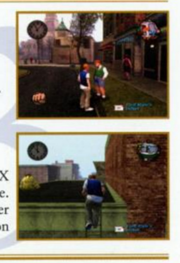
Title: Prank Downtown
Reward: Water balloons & $20.00
Location: Alley south of the police station.
Chapter Available: 2+
Time Available: Daytime

Details

Find Otto near the alley due south and across the street from the police station. He wants you to hit three people with three water balloons. Follow the blue X to the alley behind the Happy Diner, then climb over the low fence and ascend a ladder to the rooftop.

Turn the water spigot on to fill one water balloon. Walk to the edge, then target-select a pedestrian and throw the balloon at him. Do this three times (fill a balloon each time) to complete the objective.

23 Algie

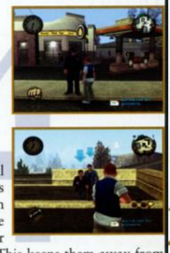


Title: Lost Jacket
Reward: $20.00
Location: Between movie theater and police station.
Chapter Available: 3+
Time Available: 9:00am to 6:00pm

Details

Algie needs help finding his jacket. A blue X appears above the Worn In clothing store. Head to the back alley and climb the ladder behind this store to find his gold jacket on the rooftop. Return it to Algie.

24 Ivanovich

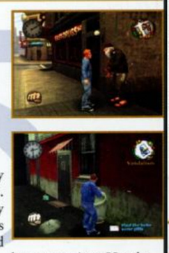


Title: Smoke Free
Reward: $15.00
Location: Gas Station
Chapter Available: 2+
Time Available: Always

Details

Find Ivanovich, the cop, near the Oil Spill gas station in the late afternoon. He wants you to clear the two smoking greasers from the rooftop. Climb the ladder behind the station to the roof and quickly make your way past the pair to the higher platform. This keeps them away from you while you shoot them with the weapon of your choice. There's also a Rubber Band on this upper platform.

25 Handy

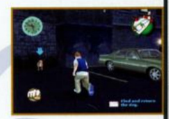


Title: Easy Drugs
Reward: $15.00
Location: Near Easy Drugs.
Chapter Available: 2+
Time Available: Morning to Evening

Details

Find Handy, the old hobo, near the Easy Drugs store. He needs to find some pills. Jump the nearby fence and access the alley behind the store (where the transistor is located). Smash all the trash cans indicated on the radar to find the Prescription Bottle, then return it to Handy.

26 Mr. Bambillo



Title: Lost Dog
Reward: $15.00
Location: Near Mental Dental building.
Chapter Available: 2+
Time Available: Morning to Evening

Details

The business man near the Shiny Bike Shop wants you to find his lost dog. Follow the blue X on the radar to the pooch in the parking lot behind the bank (near the crawl hole under the wall that leads to a G&G Card). Have the dog run with you back to the owner. The owner must see his pet to complete the objective.

BULLWORTH TOWN ERRANDS *(CONT.)*

27 Bethany

Title: Lost Dog 2
Reward: $15.00
Location: Near old movie theatre.
Chapter Available: 2+
Time Available: Morning to Evening

Details

A lady wearing a tank top and a long leather skirt is found near the abandoned theater during the early morning and afternoon. She wants you to retrieve her lost dog. Follow the blue X on the radar to the Inn & Out motel. The dog is near the G&G Card. Talk to the dog and it'll follow you back to the lady. You can sprint and the dog will still follow.

28 Tobias

Title: Recover Stolen Bikes
Reward: $15.00
Location: Bike Shop
Chapter Available: 2+
Time Available: Evening

Details

Hang around the Shiny Bike Shop at night and the owner comes out to ask you to recover a stolen bicycle. Follow the blue X toward city hall to find the culprit riding the bike. Knock him off and take the bike back to the shop owner at Shiny. Watch out for cops though; it's still considered stealing.

29 Handy

Errand Complete

Title: Strange Hobo
Reward: Black Cowboy Hat
Location: Near Easy Drugs and the comic shop.
Chapter Available: 3+
Time Available: Morning to Evening

Details

Find the old bearded hobo near the Dragon's Wing comic shop and accept his request. Target him and press ⊗ to pay him. Do this and he'll give you the Black Cowboy Hat.

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OLD BULLWORTH VALE ERRANDS

30 Mrs. Lisburn

Title: The Widow
Reward: $15.00
Location: Retirement home
Chapter Available: 4+
Time Available: Daytime/early evening

Details

Talk to Mrs. Lisburn. She wants you to pick six flowers to put on her husband's grave. Head to the north exterior wall of the retirement home and pick bouquets of flowers from the flower bed (follow the blue X). After picking six, you must take them to Mr. Lisburn's grave. Follow the blue X on your radar to the graveyard at the abandoned church.

Enter the church grounds through the northwest gate. The gates are bent, so you can slip through into the graveyard. Look to the left for the grave with the yellow marker. Place the flowers at the grave to complete the errand.

31 Mrs. Lisburn

Title: Great Escape
Reward: $25.00
Location: Retirement home
Chapter Available: 3+
Time Available: Nighttime

Details

Mrs. Lisburn wants to escape from the retirement community. Find her at the rear (west side) of the home. Avoid the orderlies, who appear on the radar as red blips, because you're trespassing. Exit the front gate and walk slowly with Mrs. Lisburn while holding her hand or she won't follow you. Walk her to the north entrance to Bullworth Gardens Park (blue X on the radar). It takes a couple of game hours to walk her to the park, so you run the risk of passing out along the way if you begin this errand too late.

Respect & Errands

Many Errands are much easier once you have the respect of the people in the area where the errand must be performed. If you are experiencing difficulty from cliques that hate you, try the errand again after you've gained their respect.

32 Mr. Huntingdon

Title: Fast Food
Reward: Fast Food Outfit & $25.00
Location: Burger Joint
Chapter Available: 2+
Time Available: Morning to Evening

Details

Mr. Huntingdon, the manager of "Burgers," needs your help making some deliveries. This is a timed mission, and you have three different stops to make. The timer resets each time you make a delivery. Follow the blue X on the radar to these three different destinations. Use your skateboard or bike to get around quickly.

The first stop is at the Shiny Bikes, the second is at the Vale Hotel and the third is a residential delivery—the toughest of the three timed challenges. Use the stairs shortcut just west of the burger joint to reach this house quickly.

33 Mr. Martin

Title: Crab Traps
Reward: $20.00
Location: Seafood restaurant
Chapter Available: 2+
Time Available: Daytime

Details

You can find the owner of the Crab restaurant out near his store (the one with the crab sign) and as far south as the sidewalk near the beach. He wears a blue shirt and dark jeans. He wants you to get some crabs for his restaurant, so head for the ocean and swim to the crustaceans, which are indicated by blue X's on the radar. There are six crabs to collect. This is a timed mission. Start by swimming to the westernmost crab, then work your way east and around the barge and back toward the large pier. Return to Mr. Martin to stop the clock and complete the mission.

34 Casey

preppy LOSERS

Title: Tag Bullworth Vale Area
Reward: $20.00
Location: Bullworth Vale Gardens Park
Chapter Available: 3+ (The Tenements)
Time Available: Daytime/early evening

Details

Find Casey in the raised picnic area of Bullworth Gardens Park (near the ramp and port-a-potty). He hands you spray paint and asks you to paint three preppy tags in the Vale area. Find three of the many bull's-eye tagging areas in town and do your thing. There's one on the wall near the closest bus stop, another on the burger joint's back parking lot wall, and a third on a wall across the street from the theater. There's no clock on this mission, so take your time.

35 Karen

Title: Lost Bear
Reward: $15.00
Location: At the beach, near the gazebo.
Chapter Available: 2+
Time Available: Daytime

Details

Find Karen on the beach near the steps south of the gazebo by the boxing gym. She wants you to get her bear back from the bully under the pier. Sprint to the large pier, but stop just before it and use your slingshot in scope mode. Use a charged shot at his head to drop him, then pick up the teddy bear he drops and return it to Karen.

36 Pedro

Title: Shipwrecked
Reward: $20.00
Location: Big pier on the beach.
Chapter Available: 2+
Time Available: Daytime

Details

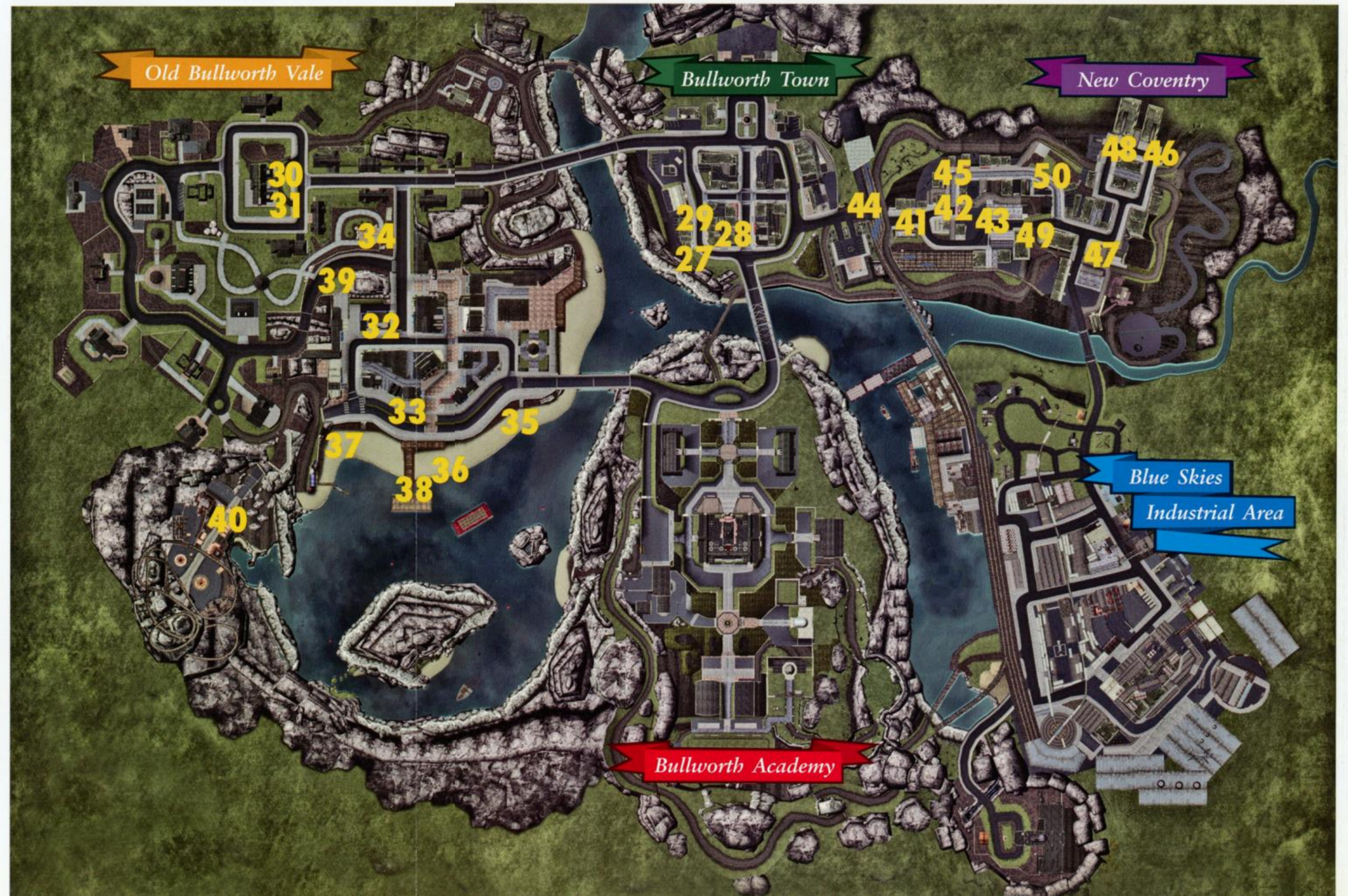
You'll have the most success finding Pedro in the first hour of the day (around 8:00am). So, go to bed at the lighthouse, then wake up and run out to the end of the big pier east of there. Little Pedro wants you to explore the sunken pirate ship in the cove. Jump in the water and swim to the backside of the rock island (Last Island). There, you'll find the half-sunken pirate ship. Walk out onto the bow and take the G&G Card. If you have this card already, you will complete the mission by simply stepping onto the bow. This is a good time to meet the pirate on the Last Island. See the "Extras" section of this guide for more information.

37 Justin

Title: Swim It
Reward: Tiny swimsuit & $20.00
Location: Lighthouse Dock
Chapter Available: 2+
Time Available: Daytime

Details

Find Justin, the preppy, on the beach somewhere around your lighthouse save house during the daytime. He wants you to swim to the buoy and back. Follow the blue X on the radar out to the blue arrow behind the large red buoy in the water, then continue toward the blue X back to the lighthouse pier to complete the mission. You earn money and the Tiny swimsuit.



38 Pedro

Title: Jumping Man
Reward: $20.00
Location: Vale beach on the big pier.
Chapter Available: 2+
Time Available: Daytime/early evening

Details

After doing the shipwreck errand for Pedro, you can find him again on the same pier later in the day. This time he asks you to check out the island beyond the shipwreck. Swim toward the blue X on the radar to the series of rock pillars and balancing beams behind and beyond Last Island to a ledge where you can find a hidden Rubber Band. Thanks, Pedro!

39 Mr. Svenson

Title: Mailman: The Underdog
Reward: $20.00
Location: Between the shortcut house and the top of the residential house.
Chapter Available: 3+
Time Available: Daytime

Details

This guy is one of the toughest people to find for an errand. You're looking for a mailman dressed in his postal attire. Find him in the area marked on our map around 10:00am. He asks you to pick up a package for him. Follow the blue X to a nearby house. Open the gate, then grab the package near the sleeping dog and sprint back to the mailman to complete the mission.

CARNIVAL ERRAND

40 Mr. Sullivan

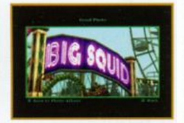
Title: Carnie Photo
Reward: $20.00
Location: Near souvenir tent.
Chapter Available: 3+
Time Available: Anytime

Details

BIG CANYON RAILWAY

You find Mr. Sullivan anytime during the day between the ticket booth entrance and the souvenir tent. He wants you to photograph four different Carnival attractions. Follow the blue X's to the open area with all the rides. The pictures you need are not so much of the rides themselves, but rather the names of the rides on the signs.

You need a picture of Big Canyon Railway, Fun House, Round the World Ferris Wheel, and Big Squid. Remember to take pictures of the *signs*. Zoom in until your frame turns green for a "good" picture. The tricky one is the Big Squid; stand at an angle so that you get a bit of the Ferris Wheel in the shot (see our picture). Return the photos to Mr. Sullivan near the souvenir tent to complete the errand.



NEW COVENTRY ERRANDS

41 Vance

Title: Smash Up a Car
Reward: $25.00
Location: Near the rail overpass and Yum Yum Market.
Chapter Available: 3+
Time Available: Evening

Details

Greaser Vance meets you with a board in his hand. He gives you the weapon and asks you to do as much damage to a car as you can. This is a timed task; a red bar appears around the clock. Follow the blue X to the nearby alley and begin smashing the indicated car with the board. The board will not last long, so you'll have to kick and punch the vehicle, as well. In the end, you must make 11 successful damaging blows to the car. Target windows, doors, and the hood and trunk to inflict damage that counts.

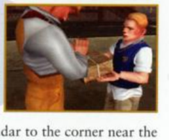
42 Christy

Title: Girl Escort
Reward: $30.00
Location: Near alley by Slab O' Meat and Yum Yum Market.
Chapter Available: 5+
Time Available: Evening

Details

Find gorgeous Christy in the evening around Yum Yum Market. She needs an escort to the Inn & Out motel. Go, Jimmy! You must walk slowly or you'll leave her behind. The challenge is finishing before pass-out time. Don't accept this errand if it's after midnight. Walk in zigzag patterns to pull her more quickly and follow the blue X to the motel.

43 Salvatore



Title: Spazz Delivery
Reward: $20.00
Location: Spazz Warehouse
Chapter Available: 5+
Time Available: 9:00am to late afternoon

Details

Salvatore is the construction worker in the orange vest and yellow hardhat who appears on the ledge of Spazz Industries warehouse in New Coventry. He hands you a package to deliver to the Blue Skies area. This is a timed mission. Skate or bike it to the blue X on the radar to the corner near the entrance of the plant. You hand off the package to another worker in a yellow hardhat.

44 Otto

TAKE A BATH GREASY

Title: Tag Poor Area
Reward: $25.00
Location: Near the New Coventry underpass.
Chapter Available: 3+ (The Tenements)
Time Available: Afternoon to Evening

Details

Otto's the guy with the dirty, orange cutoff T-shirt, dark jeans, and armband tattoo. He often finds you near the New Coventry underpass. He hands you a spray can and asks you to tag three greaser tags. This is the same place where you work in the "Tagging" mission, so there are plenty of obvious tags in the area. There's one behind the building to the south of the underpass and a couple more on walls en route to the BMX park. Hit all the tags to complete the errand.

45 Buckingham

Title: The Cheat
Reward: $25.00
Location: Near the police station or The Final Cut barber.
Chapter Available: 3+
Time Available: Afternoon to Evening

Details

Buckingham is a construction worker with a yellow hard hat. He wants you to get a photo of his cheating girlfriend. She's at the Inn & Out motel. Follow the blue X on the radar. Take a photo of her and the man she's with, then return it to Buckingham.

46 Morrison

Title: Tenement Fires
Reward: $25.00
Location: By the tenements.
Chapter Available: 4+
Time Available: Daytime

Details

Morrison the cop wants your help putting out the fires in the tenements. He hands you a fire extinguisher. Enter the tenements through the alley window. There are a total of six fires; two on each floor. Follow the blue blips to the fires. Extinguish the flames easily in aim mode. You complete the mission when the last fire is quelled.

47 Ivanovich

Title: Photo Taggers
Reward: $25.00
Location: Near bike garage and tenements.
Chapter Available: 3+ (Tagging)
Time Available: Afternoon to Late Evening

Details

Ivanovich is a cop. Meet him in the street south of the tenements. He wants some evidence of a tagger, so get a shot of someone tagging. Look around the area for greasers laying some down. They appear as blue X's on the radar. Take a photo or two of a tagger, then return the photos to Ivanovich.

48 Morrison

Title: Rats Out
Reward: $25.00
Location: By the tenements.
Chapter Available: 4+
Time Available: All day

Details

Morrison the cop wants you to kill the rats in the tenements. Follow the blue X to the alley window entrance. Inside, there are a total of 18 rats to kill on all three floors. Follow the blue X's on the radar to find these rodents, then exterminate them with charged slingshot attacks.

49 Justin

Title: Egg Tenements
Reward: $20.00
Location: The Projects
Chapter Available: 3+
Time Available: Evening

Details

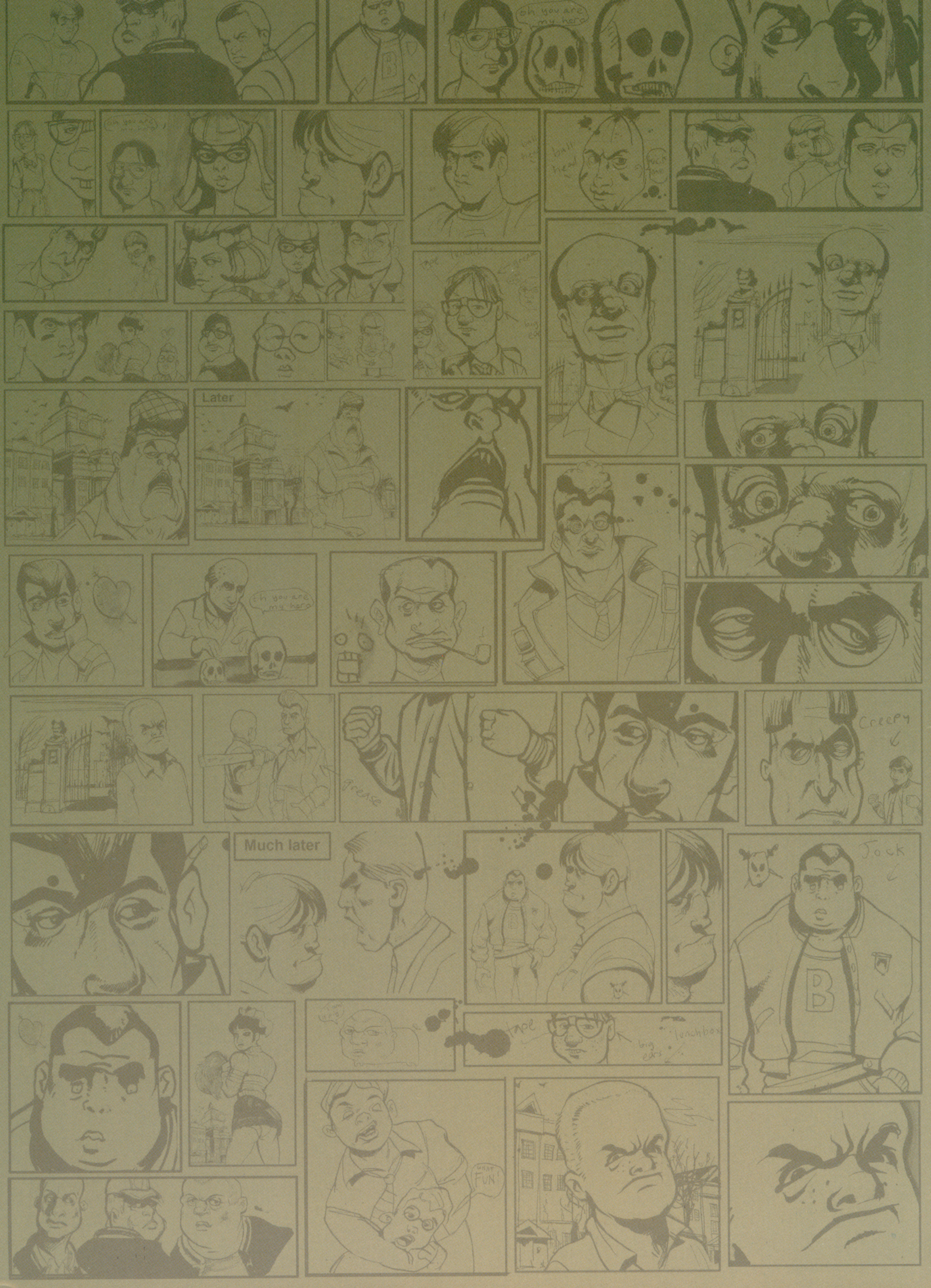
Find the preppy, Justin, near the Wonder Meats and Spazz Industries warehouses. He hands you eggs and wants you to toss them at the greasers' building. Follow the blue X on the radar to the tenements area. Face the building where the blue X originates and throw three eggs so that they smash against the building.

50 Miss Abby

Title: Homeless Help
Reward: $40.00
Location: Near the greasers' hangout.
Chapter Available: 3+ (The Tenements)
Time Available: Evening

Details

Find Miss Abby, in her blue dress and apron, between the Final Cut and Blue Balls pool hall. She wants you to escort her to the tenements. Take her hand and walk slowly to the tenements. Follow the blue X on the radar.


oh you are my hero
oh you are my hero
ball head
ball head
jock face
tape
lunchbox
grease
big ears
Later
oh you are my hero
oh you are my hero
grease
Creepy
Much later
Jock
tape
lunchbox
big ears
What FUN!

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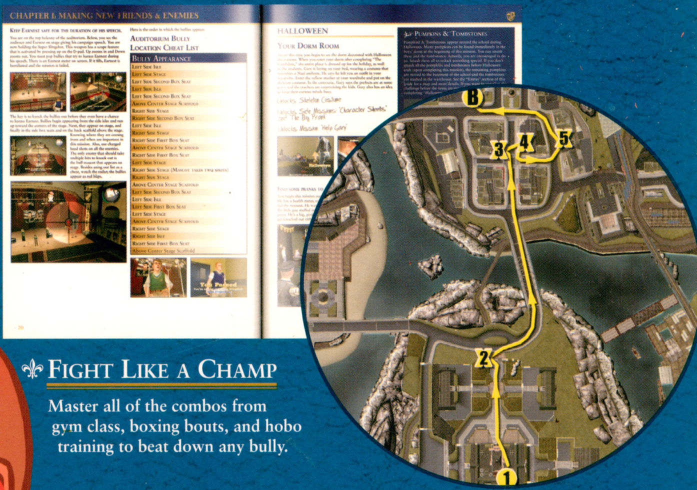
CHAPTER 1: MAKING NEW FRIENDS & ENEMIES
AUDITORIUM BULLY
LOCATION CHEAT LIST
BULLY APPEARANCE
HALLOWEEN
YOUR DORM ROOM
PUMPKINS & TOMBSTONES
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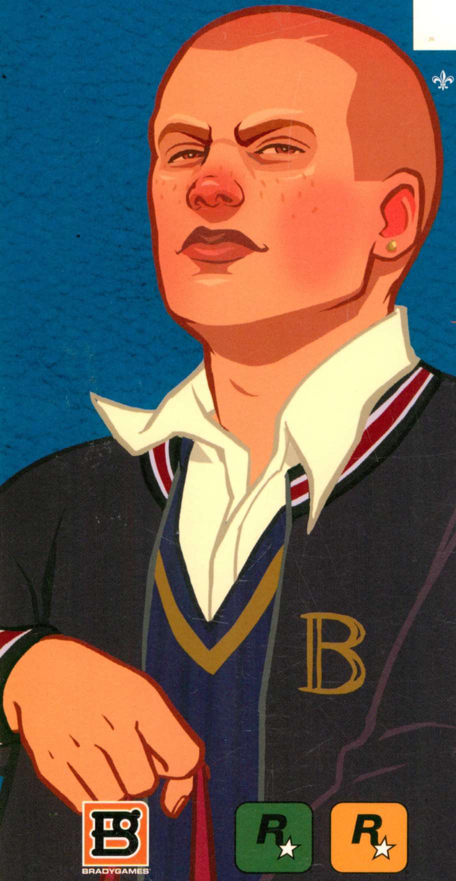
FIGHT LIKE A CHAMP

Master all of the combos from gym class, boxing bouts, and hobo training to beat down any bully.



FIND EVERY COLLECTIBLE ITEM

There are 75 Rubber Bands, 40 G&G Cards, 25 Gnomes, and 6 Transistors hidden around the town of Bullworth. We reveal the exact location of each one.

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